Texas Hold'em

Creacion de una baraja

```
fun getDeck():

    cards = []
    dictCards = []
    suits = []
    suitchange = 0
    value = 0
    for i in range(0, 52):
        if i == 12 or i == 25 or i == 38:
            suitchange += 1
            value = 0

    # Se crea un diccionario en cada carta. Cada carta cuenta con palo, valor relativo
(0 13), valor absoluto (0,51) y una representacion en String de la carta.
        card = {
            "value": value,
            "sort_value": i,
            "suit": suits[suitchange],
            "face": cards[i]
        }
        dictCards.append(card)
        value += 1
    return dictCards
end fun
```

Barajeo

```
# No es necesario barajear una baraja, ya que las cartas se reparten
al azar.

fun getcards(hand, amount, dictCards):
    for (i) in range(0, amount):
        toget = random.randint(0, len(dictCards) - 1)
        hand.append(dictCards.pop(toget))
    return hand
```

Decidir el ganador de una partida

```
fun getresult(hand):
    sorthand = hand.sort()
    nums = getsortedlist(hand, "sort_value")

    # straight flush
    if straight(nums) and samesuit(hand):
        # royal flush
        if sorthand[0] == 9 and sorthand[4] == 13:
            return 100
        else:
            return 90

    if poker(sorthand):
        return 80
    if full(sorthand):
        return 70
    if samesuit(hand):
        return 60
    if straight(nums):
        return 50
    if three(sorthand)[0]:
        return 40
    if getpairs(sorthand) == 1:
        return 30
    if getpairs(sorthand) == 0:
        return 20

    return highCheck(sorthand)
end func
```

Game Dynamics

```
def round():
    deck = createdeck()
    player4hand = getcards(player4hand, 2, deck)
    getblinds()
    roundbet()
    hole = getcards(hole, 3, deck)
    roundbet()
    hole = getcards(hole, 1, deck)
    roundbet()
    hole = getcards(hole, 1, deck)
    roundbet()
    CPUcards()
    showdown()
    reset()

def game():
    while True:
        round()
        if input("Another round? Enter for yes, anything else for no. \n") != "":
            print("Thanks for playing.")
            break
```

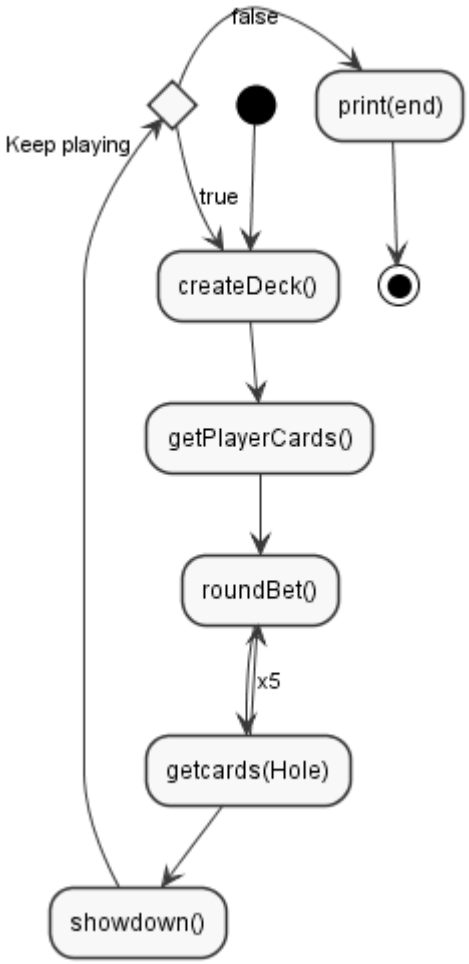

Figure 1. Interaccion entre todas las funciones