

FinalProject

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AbstractCard	7
Card	8
Deck	12
Hand	13
Player	15
Dealer	10

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AbstractCard	7
Card	8
Dealer	10
Deck	12
Hand	13
Player	15

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/.dep.inc	19
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/AbstractCard.h	19
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Card.cpp	20
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Card.h	20
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C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Deck.cpp	22
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C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Hand.cpp	23
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Hand.h	23
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/main.cpp	24
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Player.cpp	24
C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonald↔ JohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Player.h	24

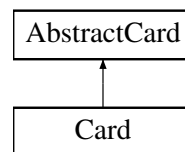
Chapter 4

Class Documentation

4.1 AbstractCard Class Reference

```
#include <AbstractCard.h>
```

Inheritance diagram for AbstractCard:



Public Member Functions

- unsigned char [newcard](#) (unsigned char)
- unsigned char [suit](#) ()
- unsigned char [face](#) ()
- unsigned char [value](#) ()

4.1.1 Member Function Documentation

4.1.1.1 [face\(\)](#)

```
unsigned char AbstractCard::face ( )
```

4.1.1.2 newcard()

```
unsigned char AbstractCard::newcard (
    unsigned char )
```

4.1.1.3 suit()

```
unsigned char AbstractCard::suit ( )
```

4.1.1.4 value()

```
unsigned char AbstractCard::value ( )
```

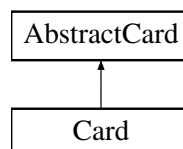
The documentation for this class was generated from the following file:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[AbstractCard.h](#)

4.2 Card Class Reference

```
#include <Card.h>
```

Inheritance diagram for Card:



Public Member Functions

- [Card](#) ()
- [Card](#) (unsigned char)
- unsigned char [newcard](#) (unsigned char)
- unsigned char [suit](#) ()
- unsigned char [face](#) ()
- unsigned char [value](#) ()
- [Card operator+](#) (const [Card](#) &)

4.2.1 Constructor & Destructor Documentation

4.2.1.1 Card() [1/2]

```
Card::Card ( )
```

4.2.1.2 Card() [2/2]

```
Card::Card (
    unsigned char raw )
```

4.2.2 Member Function Documentation

4.2.2.1 face()

```
unsigned char Card::face ( )
```

4.2.2.2 newcard()

```
unsigned char Card::newcard (
    unsigned char raw )
```

4.2.2.3 operator+()

```
Card Card::operator+ (
    const Card & a )
```

4.2.2.4 suit()

```
unsigned char Card::suit ( )
```

4.2.2.5 value()

```
unsigned char Card::value ( )
```

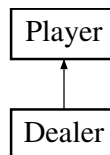
The documentation for this class was generated from the following files:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Card.h](#)
- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Card.cpp](#)

4.3 Dealer Class Reference

```
#include <Dealer.h>
```

Inheritance diagram for Dealer:



Public Member Functions

- [Dealer](#) (string [name](#))
- [~Dealer](#) ()
- void [newRound](#) ()
- void [display](#) ()
- void [shuffle](#) ()

Protected Attributes

- [Deck](#) * [deck](#)
- unsigned char [nDeal](#)

4.3.1 Constructor & Destructor Documentation

4.3.1.1 Dealer()

```
Dealer::Dealer (
    string name ) [inline]
```


4.3.1.2 ~Dealer()

```
Dealer::~~Dealer ( ) [inline]
```

4.3.2 Member Function Documentation

4.3.2.1 display()

```
void Dealer::display ( ) [inline]
```

4.3.2.2 newRound()

```
void Dealer::newRound ( )
```

4.3.2.3 shuffle()

```
void Dealer::shuffle ( ) [inline]
```

4.3.3 Member Data Documentation

4.3.3.1 deck

```
Deck* Dealer::deck [protected]
```

4.3.3.2 nDeal

```
unsigned char Dealer::nDeal [protected]
```

The documentation for this class was generated from the following files:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohn↵ Paul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Dealer.h](#)
- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohn↵ Paul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Dealer.cpp](#)

4.4 Deck Class Reference

```
#include <Deck.h>
```

Public Member Functions

- [Deck](#) ()
- [~Deck](#) ()
- [Deck operator++](#) ()
- [Deck operator++](#) (int)
- void [shuffle](#) ()
- void [display](#) ()
- unsigned char [getnCards](#) ()

4.4.1 Constructor & Destructor Documentation

4.4.1.1 Deck()

```
Deck::Deck ( )
```

4.4.1.2 ~Deck()

```
Deck::~~Deck ( )
```

4.4.2 Member Function Documentation

4.4.2.1 display()

```
void Deck::display ( )
```

4.4.2.2 getnCards()

```
unsigned char Deck::getnCards ( )
```

4.4.2.3 operator++() [1/2]

```
Deck Deck::operator++ ( )
```

4.4.2.4 operator++() [2/2]

```
Deck Deck::operator++ (
    int )
```

4.4.2.5 shuffle()

```
void Deck::shuffle ( )
```

The documentation for this class was generated from the following files:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Deck.h](#)
- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Deck.cpp](#)

4.5 Hand Class Reference

```
#include <Hand.h>
```

Public Member Functions

- [Hand](#) (unsigned char *, unsigned char)
- [~Hand](#) ()
- [Hand](#) (const [Hand](#) &)
- void [clearhand](#) ()
- unsigned char * [getHand](#) ()
- unsigned char [getHandsize](#) ()
- void [display](#) ()

Protected Attributes

- unsigned char [handsize](#)
- unsigned char * [myhand](#)

4.5.1 Constructor & Destructor Documentation

4.5.1.1 Hand() [1/2]

```
Hand::Hand (
    unsigned char * a,
    unsigned char b )
```

4.5.1.2 ~Hand()

```
Hand::~~Hand ( ) [inline]
```

4.5.1.3 Hand() [2/2]

```
Hand::Hand (
    const Hand & otherhand )
```

4.5.2 Member Function Documentation

4.5.2.1 clearhand()

```
void Hand::clearhand ( ) [inline]
```

4.5.2.2 display()

```
void Hand::display ( )
```

4.5.2.3 getHand()

```
unsigned char * Hand::getHand ( )
```

4.5.2.4 getHandsize()

```
unsigned char Hand::getHandsize ( )
```

4.5.3 Member Data Documentation

4.5.3.1 handsize

```
unsigned char Hand::handsize [protected]
```

4.5.3.2 myhand

```
unsigned char* Hand::myhand [protected]
```

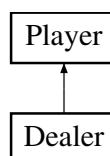
The documentation for this class was generated from the following files:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Hand.h](#)
- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Hand.cpp](#)

4.6 Player Class Reference

```
#include <Player.h>
```

Inheritance diagram for Player:



Public Member Functions

- [Player](#) (string)
- [Player](#) (string, [Hand](#) *)
- void [setHand](#) ([Hand](#) *)
- string [getName](#) ()
- void [prntHand](#) ()

Protected Attributes

- string [name](#)
- [Hand](#) * [hand](#)

4.6.1 Constructor & Destructor Documentation

4.6.1.1 Player() [1/2]

```
Player::Player (
    string a )
```

4.6.1.2 Player() [2/2]

```
Player::Player (
    string a,
    Hand * h )
```

4.6.2 Member Function Documentation

4.6.2.1 getName()

```
string Player::getName ( )
```

4.6.2.2 prntHand()

```
void Player::prntHand ( )
```

4.6.2.3 setHand()

```
void Player::setHand (
    Hand * h )
```

4.6.3 Member Data Documentation

4.6.3.1 hand

```
Hand* Player::hand [protected]
```

4.6.3.2 name

```
string Player::name [protected]
```

The documentation for this class was generated from the following files:

- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohn↔ Paul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Player.h](#)
- C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohn↔ Paul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/[Player.cpp](#)

Chapter 5

File Documentation

**5.1 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2
McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code_↵
Bloat_V4/.dep.inc File Reference**

**5.2 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2
McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code_↵
Bloat_V4/AbstractCard.h File Reference**

Classes

- class [AbstractCard](#)

5.3 AbstractCard.h

[Go to the documentation of this file.](#)

```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7 /*
8  * File:   AbstractCard.h
9  * Author: jaymc
10  *
11  * Created on December 18, 2021, 6:32 PM
12  */
13
14 #ifndef ABSTRACTCARD_H
15 #define ABSTRACTCARD_H
16
17 class AbstractCard{
18
19 public:
20
21     unsigned char newcard(unsigned char);
22     unsigned char suit();
23     unsigned char face();
24     unsigned char value();
25 };
26
27 #endif /* ABSTRACTCARD_H */
28
```

5.4 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code_↵ Bloat_V4/Card.cpp File Reference

```
#include "Card.h"  
#include <iostream>
```

5.5 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code_↵ Bloat_V4/Card.h File Reference

```
#include "AbstractCard.h"  
#include <string>
```

Classes

- class [Card](#)

5.6 Card.h

[Go to the documentation of this file.](#)

```
1  
2 #ifndef CARD_H  
3 #define CARD_H  
4  
5 #include "AbstractCard.h"  
6  
7 #include <string>  
8 using namespace std;  
9  
10 class Card : public AbstractCard{  
11 private:  
12     unsigned char rawCardValue;  
13 public:  
14     Card();  
15     Card(unsigned char);  
16     unsigned char newcard(unsigned char);  
17     unsigned char suit();  
18     unsigned char face();  
19     unsigned char value();  
20     Card operator+(const Card&);  
21  
22 };  
23  
24 #endif /* CARD_H */  
25
```

5.7 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Dealer.cpp File Reference

```
#include "Dealer.h"
```

5.8 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Dealer.h File Reference

```
#include "Player.h"  
#include "Deck.h"  
#include <iostream>
```

Classes

- class [Dealer](#)

5.9 Dealer.h

[Go to the documentation of this file.](#)

```
1  
2 #ifndef DEALER_H  
3 #define DEALER_H  
4  
5 #include "Player.h"  
6 #include "Deck.h"  
7 #include <iostream>  
8  
9 using namespace std;  
10  
11 class Dealer : public Player{  
12     protected:  
13         Deck *deck;  
14         unsigned char nDeal;  
15     public:  
16         Dealer(string name):Player(name) {  
17             deck=new Deck();  
18         }  
19         ~Dealer(){delete deck;}  
20         void newRound();  
21         void display(){  
22             deck->display();  
23         }  
24         void shuffle(){  
25             deck->shuffle();  
26         }  
27 };  
28  
29 #endif /* DEALER_H */  
30
```

5.10 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL- CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code Bloat_V4/Deck.cpp File Reference

```
#include "Deck.h"
#include <ctime>
#include <iostream>
```

5.11 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL- CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code Bloat_V4/Deck.h File Reference

```
#include "Card.h"
```

Classes

- class [Deck](#)

5.12 Deck.h

[Go to the documentation of this file.](#)

```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7 #ifndef DECK_H
8 #define DECK_H
9
10 #include "Card.h"
11
12 class Deck {
13 private:
14     unsigned char nCards;
15     unsigned char nShuffle;
16     unsigned char *index;
17     unsigned char nDealt;
18     Card **card;
19 public:
20     Deck();
21     ~Deck();
22     Deck operator ++ ();
23     Deck operator ++ (int);
24     void shuffle();
25     void display();
26     unsigned char getnCards();
27 };
28
29
30
31
32 #endif /* DECK_H */
33
```

5.13 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Hand.cpp File Reference

```
#include "Hand.h"
#include "Card.h"
#include <iostream>
```

5.14 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL-CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_CodeBloat_V4/Hand.h File Reference

```
#include "Card.h"
```

Classes

- class [Hand](#)

5.15 Hand.h

[Go to the documentation of this file.](#)

```
1
2 #ifndef HAND_H
3 #define HAND_H
4
5 #include "Card.h"
6
7 class Hand {
8 protected:
9     unsigned char handsize;
10    unsigned char * myhand;
11 public:
12    Hand(unsigned char*, unsigned char);
13    ~Hand() {delete []myhand;}
14    Hand(const Hand&);
15    void clearhand() {delete []myhand;}
16    unsigned char * getHand();
17    unsigned char getHandsize();
18    void display();
19 };
20
21 #endif /* HAND_H */
22
```

5.16 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL- CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code Bloat_V4/main.cpp File Reference

```
#include <iostream>
#include "Deck.h"
#include "Dealer.h"
```

Functions

- int [main](#) (int argc, char **argv)

5.16.1 Function Documentation

5.16.1.1 main()

```
int main (
    int argc,
    char ** argv )
```

5.17 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL- CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code Bloat_V4/Player.cpp File Reference

```
#include "Player.h"
```

5.18 C:/Users/jaymc/Documents/GitHub/McDonaldJohn-Paul_21FAL- CIS-17A-48591/Project 2 McDonaldJohnPaul/McDonaldJohnPaul_Project2_Project_Code Bloat_V4/Player.h File Reference

```
#include "Hand.h"
#include <string>
```

Classes

- class [Player](#)

5.19 Player.h

[Go to the documentation of this file.](#)

```
1
2 #ifndef PLAYER_H
3 #define PLAYER_H
4
5
6 #include "Hand.h"
7 #include <string>
8
9 using namespace std;
10
11 class Player {
12 protected:
13     string name;
14     Hand *hand;
15 public:
16     Player(string);
17     Player(string, Hand *);
18     void setHand(Hand *);
19     string getName();
20     void prntHand();
21
22
23 };
24
25
26 #endif /* PLAYER_H */
27
```


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