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1. 編譯結果

```
tsai@LAPTOP-HJB975Q4:~/projects/assignment_2-bonnietsai/src$ gcc -o main main.c -lev
```

2. 執行結果

```
tsai@LAPTOP-HJB975Q4:~/fp$ ./aa
```

➤ 玩家手牌初始化畫面

```
Game Start!!
After Sorting:
Player1 has 14 cards which are: 1   3   4   5   7   7   7   9   9   10  11  11  12  12
Player2 has 14 cards which are: 1   2   3   3   3   5   6   7   7   8   8   10  10  11
Player3 has 14 cards which are: 1   2   2   4   6   6   6   6   8   9   11  11  12  13
```

➤ 遊戲開始,選擇是否要抽卡 or 出牌

```
Now is player1's turn
Do you want to draw a card? (1 for Yes, 0 for No): 0
```

➤ 玩家選擇下棋模式

```
        0:Construct a new cardpile in field
        1:Connect or cut cardpile or movecard in current field
        2:Return to last step(draw card)

Choose Play-Card Mode in this turn: 0
```

➤ 模式 0:從手牌出完整牌組

card number   出牌張數

```
Please input the number of card you will put in the pile: 3
Please input the card info (joker=0):  7
Please input the card color (blue=b, white=k, yellow=o, red=r, joker=j):  b
Please input the card info (joker=0):  7
Please input the card color (blue=b, white=k, yellow=o, red=r, joker=j):  o
Please input the card info (joker=0):  7
Please input the card color (blue=b, white=k, yellow=o, red=r, joker=j):  r
Player1 input 3 cards which are:  7      7      7
```
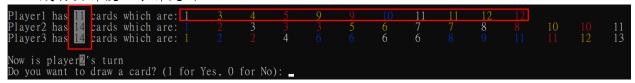
card color

成功出牌

➤ 顯示場上的牌組

```
The cardpile in the field now is following:

index0:  7      7      7
```

➢ 成功出牌後，手牌更新

```
Player1 has 11 cards which are: 1    3    4    5    9    9    10   11   11   12   12
Player2 has 14 cards which are: 1    2    3    3    3    5    6    7    7    8    8    10   10   11
Player3 has 14 cards which are: 1    2    2    4    6    6    6    6    8    9    11   11   12   13

Now is player2's turn
Do you want to draw a card? (1 for Yes, 0 for No): _
```

➢ 模式 1:將單張手牌插入場上

```
Player1 has 16 cards which are: J    1    1    3    4    5    8    9    9    9    10   11   11   12   12
                                12
```

```
The cardpile in the field now is following:

index2:   9      9      9

index1:   5      6      7

index0:   7      7      7
```

輸入操作之序列之 index

```
In this mode, you can play only one cards in a time
Please choose an index of cardpile to cut or insert or move: 1
What do you want to do in this step? (Type 2 for move, 1 for insert, 0 for cut ): 1
Please input the card info (joker=0):  4
Please input the card color (blue=b, white=k, yellow=o, red=r, joker=j):  o
Where do you want to insert? (0 for begin, 1 for end): 0

The cardpile in the field now is following:

index2:   9      9      9

index1:   4      5      6      7

index0:   7      7      7
```

輸入手牌資訊

選擇要
（2）移動牌堆
（1）插入
（0）切斷序列

出牌成功結果更新

➢ 模式 1:將牌堆中牌組切斷

```
Do you want to continue? (1 for yes,0 for no): 0

The cardpile in the field now is following:

index0:  5      6      7      8      9      10
```

```
Do you want to continue? (1 for yes,0 for no): 1

In this mode, you can play only one cards in a time
Please choose an index of cardpile to cut or insert or move: 0
What do you want to do in this step? (Type 2 for move, 1 for insert, 0 for cut ): 0
Please choose the card, after that card as a new sequence:
Please input the info of the card which you want to cut (joker=0):  7
Please input the card color (blue=b, white=k, yellow=o, red=r, joker=j):  b

The cardpile in the field now is following:

index1:  8      9      10

index0:  5      6      7
```

輸入欲切斷位置的前一張牌之資訊(cut after)

➢ 模式 1:將牌堆中牌組切斷