Assignment # Final Project Result Report

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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-HJB97504:~/fp\$./aa

> 玩家手牌初始化畫面

▶ 遊戲開始,選擇是否要抽卡 or 出牌

```
Now is player '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

card

color

```
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
Playerl input 3 cards which are: 7 7
```

成功出牌

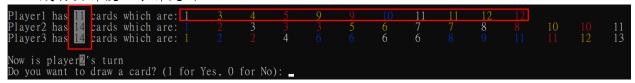
▶ 顯示場上的牌組

The cardpile in the field now is following:

index0: 7 7

成功出牌

成功出牌後,手牌更新





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 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)