

## 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-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 10 10 11 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

➤ 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
```

```
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
```

選擇要  
(2)移動牌堆  
(1)插入  
(0)切斷序列

輸入手牌資訊

```
The cardpile in the field now is following:
index2: 9 9 9
index1: 4 5 6 7
index0: 7 7 7
```

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)