# Bidding

*The following commands must only be used during the Bidding part. The player will automatically receive error messages if he tries to do otherwise.*
*The bidding ends if all four players pass, or if the other three players pass after a bid, or if there is a capot bid or a surcoinche.*

Command : **CONTRACT**
Parameters : <**option**> <**card suit**>
**CONTRACT** is a command allowing the player to tell how many points his team will get at the end of the game.
The several options are :
- ***X*** which is the minimum score the team must reach in tricks before the end of the game.
- ***capot*** meaning that the team must win all the tricks. A ***capot*** ends the bidding immediately.
- **generale** which means that the bidder must win all the tricks *by himself*.
After the options come the card suits :
- **Hearts**, **Diamonds**, **Clubs** or **Spades**
- But you can as well use **TA** (tout atout // all trumps) in which every suit ranks like the trumps is a normal game: J-9-A-10-K-Q-8-7.
- Or **SA** (sans atout // no trumps) which proposes a contract in which there is no trump suit and all suits rank from high to low A-10-K-Q-J-9-8-7.
Numeric Replies :
- ERR_BIDDINGOVER (431 : the bidding step is over.)
- ERR_LOWBIDDING (432 : the minimum bidding value is 80.)
- ERR_HIGHBIDDING (433 : the maximum bidding value is 160.)
- ERR_NEXTLOWBIDDING (434 : a player already bidded [contract])
- ERR_INVALIDOPTION (435 : <option> is not a valid option.)
- ERR_INVALIDCARDSUIT (436 : <cardsuit> does not exist.)
- BIDDING_OKAY (200 : bidding okay.)

Command : **COINCHE**
Parameters : none
**COINCHE** ends the bidding immediately *except* if the opposite team decides to *surcoincher*. When a contract is made by an opponent, a player can *coinche* to say that the bidder and his partner cannot hold his contract. It doubles the value of the contract initially made.
Numeric Replies :
- ERR_BIDDINGOVER (441 : the bidding step is over.)
- ERR_ALREADYCOINCHE (442 : a player already coinched)
- ERR_IMPOSSIBLECOINCHE (443: coinche cannot be announced until a contract is made.)
- ERR_SELFCOINCHE (444 : you cannot coinche a contract you or your partner already coinched)
- COINCHE_OKAY (200 : Coinche has been counted)

Command : **SURCOINCHE**
Parameters : none
**SURCOINCHE** ends the bidding and can exclusively be used when a *coinche* has already been made. The initial bidder's team announces that they are convinced they still can hold their contract.
Numeric Replies :
- ERR_BIDDINGOVER (451 : the bidding step is over.)
- ERR_ALREADYSURCOINCHE (452 : a player already surcoinched)
- ERR_IMPOSSIBLESURCOINCHE (453 : surcoinche cannot be announced until coinche is.)

Command: **PASS**
Parameters : none.
**PASS** is used when the player does not want to bid. It does not prevent him from bidding later until the bidding is over.
Numeric Replies :
      - PASS_OKAY (200 : You passed your turn.)

# Game

Command : **NAME**
Parameters: **<nickname>**
**NAME** command is used to give user a nickname or change the previous one. This latter is inevitably asked at the beginning of the session.
A name must contains at least four alphanumerical characters.
Numeric Replies :
      - ERR_ERRONEUSNICKNAME (402 : <nick> contains invalid characters or is too short.)
      - ERR_NAMEALREADYINUSE(403 : nickname is already in use)
      - NICKNAME_CHANGED (200 : Nickname changed)

Command: **MSG**
Parameters: **<msg>**
**MSG** command is used to send message to all users currently in the game.
Numeric Replies :
      - ERR_EMPTYTEXT (411 : no text to send.)
      - ERR_COULDNOTSEND (412 : an error occured during the sending process.)

Command: **PLAY**
Parameters : **<card> <card suit>**
**PLAY** is used to play a card during the player's turn.
A card has different values such as :
      - **7**, **8**, **9**, **10**, **J**, **Q**, **K**, **A**
And a suit card (as we previously said) has different values too, such as :
      - **Hearts**, **Diamonds**, **Clubs** or **Spades**
Numeric Replies :
      - ERR_INEXISTANTCARD (421 : <card> is not in your deck.)
      - ERR_NOTRIGHTCARD (422 : this card does not belong to you.)
      - ERR_WRONGTURN (423 : please wait for your turn.)
      - TURN_OKAY (200 : your turn has been taken into account.)

Command: **LAST**
Parameters : none.
**LAST** allows you to see the last trick.
Numeric Replies :
      - ERR_NOTRICK (423 : the last trick is not available yet.)

Command: **HAND**
Parameters : none.
**HAND** allows you to see your deck.
Numeric Replies **:**
      - ERR_EMPTYHAND (424 : your hand is empty.)
      - HAND_OKAY (200 : There is your hand + [cards])

Command: **QUIT**
Parameters : none.
**QUIT** is a command which enables a player to leave the table and the game.
        None.

Other numeric replies :
        - INVALID_COMMAND (400 : Invalid command)