**Rummy**

The Game –

* A deck of 52 cards.
* Number of Players – 2.
* Number of Cards given to each player – 7.

Rules –

* The aim of the game is to get sets of three cards or more.
* Signages used –
  + 1H – 1 of Hearts
  + J – Joker
* The sets can either be –
  + In **ascending order** of the same suit (1H, 2H, 3H, 4H)
  + Of the **same value** but from different suits (2H, 2C, 2D)
  + In **ascending order** of the same suit with a joker (1H, 2H, J)
* If you choose a card from the pile, you **cannot** replace it.

How the Game Works –

1. All 52 cards are placed within a DLL.
2. Player 1 is given 7 cards at random from the DLL which are then deleted from it – P1DLL.
3. Player 2 is given 7 cards at random from the DLL which are then deleted from it – P2DLL.
4. A random card is then generated from the DLL which will be the card on the desk.
5. Player One’s turn to play
   1. All Cards Player One holds is displayed.
   2. Card on Deck is displayed.
   3. Do you want the card? Yes/No.
   4. If yes:
      1. Card is sent to the P1DLL and then deleted from the DLL.
      2. P1DLL is displayed.
      3. From which position do you want to delete a card? (start from 0)
      4. Card deleted from P1DLL is then card on the desk.
   5. If no:
      1. Do you want a card from the pile? Yes/No.
      2. If yes:
         * Generate a random card from DLL.
         * Insert into P1DLL.
         * Step (ii) to (iv) from d.
      3. If no:
         * Do you want to quit the game? Yes/No.
         * If yes: QUIT.
         * If no:
           + Do you want to end the game? Yes/No.
           + Player One is declared winner.