

Demo

Allowed Command:

Command	Description
play <card>	Play the specified card. <card> has valid syntax <rank><suit> like AC,7D. This specified card can be any cards but if it is not in the player's hand, print: This card is not in your hand! If the play is legal, print: Player<x> plays <card> and proceed to the next player. Otherwise, print: This is not a legal play! > and do not proceed to the next player until a legal play is made
discard <card>	If the player has no legal plays, discard the specified card from the player's hand in to the player's discard pile. <card> has the same syntax as the <card> above. Player <x> discards <card>. Otherwise, print the following error message: You have a legal play. You may not discard. >
deck	Print the contents of the deck in order, 13 cards per line.
quit	Terminate the program immediately.
ragequit	Filled with anger, a human player decides to leave! Print the following message: Player <x> ragequits. A computer will now take over. Replace the current human player with a computer player, and resume the game.
change player<x>	Someone wants to join the game! Choose a computer player and replace the computer player with a human player. The hand cards, discard cards and scores are remained. Player <x> joined the game! If the input player is a human, print the error message: Player <x> is human!
restart	Someone wants to remake this round! Start voting. If more than half human players agree, restart a new round of game. The previous scores remained.

Example:

play <card>:

Cases	<card> is legal:	<card> is illegal:	<card> not in hand:
Display	<p>Cards on the table:</p> <p>Club:</p> <p>Diamond:</p> <p>Heart:</p> <p>Spade:</p> <p>Your hand: 2C 3C 6C JC AD 7D TD 8H QH AS 5S 7S 8S</p> <p>Legal plays: 7D 7S</p> <p>player1's turn to play</p> <p>>play 7D</p> <p>Player1 plays 7D</p>	<p>Cards on the table:</p> <p>Club:</p> <p>Diamond:</p> <p>Heart:</p> <p>Spade:</p> <p>Your hand: AC 2C 5C QC 8D 5H 7H KH AS 2S 7S 9S JS</p> <p>Legal plays: 7H 7S</p> <p>player1's turn to play</p> <p>>play 2C</p> <p>This is not a legal play!</p>	<p>Cards on the table:</p> <p>Club:</p> <p>Diamond:</p> <p>Heart:</p> <p>Spade:</p> <p>Your hand: 2C 3C 6C 8C 5D 9D 3H 5H AS 2S 3S 5S 7S</p> <p>Legal plays: 7S</p> <p>player1's turn to play</p> <p>>play AC</p> <p>The card is not in your hand!</p>

discard <card>:

Cases	no legal plays	have legal plays	<card> not in hand:
Display	Cards on the table: Club: 7 8 9 Diamond: 7 Heart: 7 Spade: Your hand: QC KC 2D TD QD AH 5H TH 2S 3S 5S 9S Legal plays: player1's turn to play >discard 2D Player1 discards 2D	Cards on the table: Club: Diamond: Heart: 7 Spade: Your hand: 7C QC KC 2D TD QD AH 5H TH 2S 3S 5S 9S Legal plays: 7C player1's turn to play >discard QC You have a legal play. You may not discard.	Cards on the table: Club: Diamond: Heart: 7 Spade: Your hand: 7C QC KC 2D TD QD AH 5H TH 2S 3S 5S 9S Legal plays: 7C player1's turn to play >discard AC This card is not in your hand!

deck:

Cards on the table:

Club:

Diamond: 7

Heart:

Spade: 6 7

Your hand: 4C 5C 6C 7C JC 6D JD QD 4H 6H 8S TS QS

Legal plays: 7C 6D 8S

player1's turn to play

>deck

TS 6D 5C 6H 4H 7C JC 6C QD 4C QS 8S JD

9D 2S KS AS JS 7S TC 5S 4D 3C QH TD 5D

9C KH 4S AC TH 8C 8D 2D 2C QC JH KC 6S

3S KD 8H 5H 3D 3H 7H 7D 9S 9H 2H AD AH

ragequit:

Cards on the table:

Club:

Diamond: 7

Heart: 7

Spade:

Your hand: 4C 5C 8C TC KC 5D QD KD 4H 8H AS 4S KS

Legal plays: 8H

player1's turn to play

>ragequit

Player1 ragequits, A computer will now take over.

change player<x>:

Cases	<x> is computer	<x> is human	<x> invalid
Display	Cards on the table: Club: Diamond: 7 Heart: 7 Spade: Your hand: 4C 5C 8C TC KC 5D QD KD 4H 8H AS 4S KS Legal plays: 8H player1's turn to play >change player4 Player4 joined the game!	Cards on the table: Club: Diamond: 7 Heart: 7 Spade: Your hand: 4C 5C 8C TC KC 5D QD KD 4H 8H AS 4S KS Legal plays: 8H player1's turn to play >change player4 Player4 is human!	Cards on the table: Club: Diamond: 7 Heart: 7 Spade: Your hand: 4C 5C 8C TC KC 5D QD KD 4H 8H AS 4S KS Legal plays: 8H player1's turn to play >change player5 There is no player5

restart:

Player 1,2,3 are human players:

Cases	Agree to restart	Don't agree to restart	Restart second time	Restart 3 times or more
Display	Cards on the table: Club: Diamond: 7 Heart: Spade: 7 Your hand: 2C 5C 6C 7C JC 6D JD AH 4H 7H TH QH JS Legal plays: 7C 6D 7H player1's turn to play >restart Do you player2 agree to restart? (y or n) y Do you player3 agree to restart? (y or n) y A new round begins. It's Player4's turn to play.	Cards on the table: Club: Diamond: Heart: Spade: Your hand: 9C QC 2D 3D 5D TD JD 5H 7H 8H KH 7S KS Legal plays: 7H 7S player1's turn to move >restart Do you player2 agree to restart? (y or n) n Do you player3 agree to restart? (y or n) n restart not agreed	Cards on the table: Club: Diamond: Heart: Spade: 7 Your hand: AC 3C 8C TC KC 9D JD QD KD 5H 8H KH 8S Legal plays: 8S player1's turn to move >restart You have restarted	Cards on the table: Club: Diamond: Heart: Spade: 7 Your hand: AC 3C 8C TC KC 9D JD QD KD 5H 8H KH 8S Legal plays: 8S player1's turn to move >restart Player1 plays 8S

The test files are:

suite.txt

play_and_discard.args play_and_discard.in play_and_discard.out

deck1.args deck1.in deck1.out

deck2.args deck2.in deck2.out

deck3.args deck3.in deck3.out

ragequit1.args ragequit1.in ragequit1.out

ragequit2.args ragequit2.in ragequit2.out

change1.args change1.in change1.out

change2.args change2.in change2.out

restart1.args restart1.in restart1.out

restart2.args restart2.in restart2.out

complex1.args complex1.in complex1.out

complex2.args complex2.in complex2.out