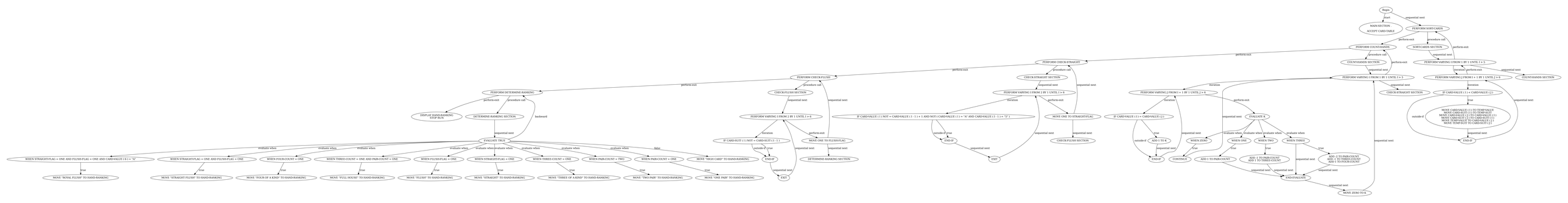
Begin
start
sequential next
MAIN-SECTION
ACCEPT CARD-TABLE
PERFORM SORTCARDS
perform-exit
procedure call
SORTCARDS SECTION
perform-exit
sequential next
PERFORM COUNTHANDS
procedure call
COUNTHANDS SECTION
perform-exit
sequential next
PERFORM VARYING I FROM 1 BY 1 UNTIL I > 5
iteration
perform-exit
sequential next
PERFORM VARYING J FROM I + 1 BY 1 UNTIL J > 6
iteration
perform-exit
sequential next
IF CARD-VALUE (I) = CARD-VALUE (J)
true
outside-of
MOVE CARD-SUIT (I) TO TEMP-SUIT
MOVE CARD-VALUE (I) TO TEMP-VALUE (I)
MOVE CARD-SUIT (J) TO CARD-SUIT (I)
MOVE TEMP-VALUE TO CARD-VALUE (J)
MOVE TEMP-SUIT TO CARD-SUIT (J)
sequential next
END-IF
sequential next
COUNTHANDS SECTION
sequential next
PERFORM VARYING I FROM 1 BY 1 UNTIL I > 5
iteration
sequential next
PERFORM VARYING J FROM I + 1 BY 1 UNTIL J > 6
iteration
perform-exit
sequential next
IF CARD-VALUE (I) = CARD-VALUE (J)
true
outside-of
ADD 1 TO K
sequential next
END-IF
sequential next
CONTINUE
false
sequential next
EVALUATE K
evaluate when
WHEN ZERO
true
ADD 1 TO PAIRS-COUNT
sequential next
WHEN ONE
true
ADD -1 TO PAIRS-COUNT
ADD 1 TO THREE-COUNT
sequential next
WHEN TWO
true
ADD -2 TO PAIRS-COUNT
ADD 1 TO FOUR-COUNT
sequential next
WHEN THREE
true
ADD -3 TO PAIRS-COUNT
ADD 1 TO THREE-COUNT
sequential next
END-EVALUATE
sequential next
MOVE ZERO TO K
sequential next
CHECK-STRAIGHT SECTION
sequential next
PERFORM VARYING I FROM 2 BY 1 UNTIL I > 6
iteration
perform-exit
sequential next
IF CARD-VALUE (I) NOT = CARD-VALUE (I - 1) + 1 AND NOT (CARD-VALUE (I) = "A" AND CARD-VALUE (I - 1) = "5")
outside-of
true
END-IF
sequential next
EXIT
sequential next
MOVE ONE TO STRAIGHT-FLAG
sequential next
CHECK-FLUSH SECTION
sequential next
PERFORM CHECK-STRAIGHT
procedure call
perform-exit
CHECK-FLUSH SECTION
sequential next
PERFORM VARYING I FROM 2 BY 1 UNTIL I > 6
iteration
perform-exit
sequential next
IF CARD-SUIT (I) NOT = CARD-SUIT (I - 1)
outside-of
true
END-IF
sequential next
EXIT
sequential next
MOVE ONE TO FLUSH-FLAG
sequential next
DETERMINE-RANKING SECTION
sequential next
PERFORM CHECK-FLUSH
procedure call
perform-exit
PERFORM DETERMINE-RANKING
perform-exit
procedure call
DISPLAY HAND-RANKING
STOP RUN
DETERMINE-RANKING SECTION
backward
sequential next
EVALUATE TRUE
evaluate when
WHEN STRAIGHT-FLAG = ONE AND FLUSH-FLAG = ONE AND CARD-VALUE (6) = "A"
true
MOVE "ROYAL FLUSH" TO HAND-RANKING
WHEN STRAIGHT-FLAG = ONE AND FLUSH-FLAG = ONE
true
MOVE "STRAIGHT FLUSH" TO HAND-RANKING
WHEN FOUR-COUNT = ONE
true
MOVE "FOUR OF A KIND" TO HAND-RANKING
WHEN THREE-COUNT = ONE AND PAIR-COUNT = ONE
true
MOVE "FULL HOUSE" TO HAND-RANKING
WHEN FLUSH-FLAG = ONE
true
MOVE "FLUSH" TO HAND-RANKING
WHEN STRAIGHT-FLAG = ONE
true
MOVE "STRAIGHT" TO HAND-RANKING
WHEN THREE-COUNT = ONE
true
MOVE "THREE OF A KIND" TO HAND-RANKING
WHEN PAIR-COUNT = TWO
true
MOVE "TWO PAIR" TO HAND-RANKING
WHEN PAIR-COUNT = ONE
true
MOVE "ONE PAIR" TO HAND-RANKING
WHEN OTHER
false
MOVE "HIGH CARD" TO HAND-RANKING