Dylan Torres

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**1. Brief Description of the Program**

This Python program simulates a simplified version of a 5-card draw poker game. It uses a Deck class to generate and shuffle a standard deck of 52 cards. The player is dealt with an initial hand of 5 cards and can then choose which cards to discard and replace. After the drawing, the final hand is displayed.

**2. Functions in the Program**

**Deck Class**

* **\_\_init\_\_(self)**
  + Initializes a standard deck of 52 cards combining 4 suits and 13 ranks.
  + Shuffles the deck using random.shuffle.
  + **Parameters:** None
  + **Returns:** None
* **deal(self)**
  + Removes and returns the top card from the deck.
  + **Parameters:** None
  + **Returns:** A string representing a card

**show\_hand(hand, label="Hand")**

* Displays the cards in a hand with index numbers for easier selection during replacement.
* **Parameters:**
  + hand: A list of card strings
* **Returns:** None (prints output to the screen)

**play\_poker\_hand()**

* Manages one round of the poker game:
  + Deals an initial hand.
  + Displays the hand.
  + Prompts the player to select cards to replace.
  + Replaces selected cards.
  + Displays the final hand.
* **Parameters:** None
* **Returns:** None (runs the full round of the game interactively)

**3. Logical Steps of the Program**

1. **Initialize and shuffle a deck** of 52 cards using the Deck class.
2. **Deal 5 cards** from the deck to create the player's initial hand.
3. **Display the initial hand** using show\_hand().
4. **Prompt the user** to enter card positions 1–5 that they want to replace.
5. **Replace the selected cards** with new cards from the remaining deck.
6. **Display the updated** final hand to the user.

**Link to your COP2373 repository:**

<https://github.com/Shinymon/COP2373>

**Screenshot**:

A computer screen with white text

AI-generated content may be incorrect.