```
Filename:TEXASHLD
ViewWindow 0,127,0,127↵
Lbl 0↵
{4,10}→Dim Mat A↵
{4,13}→Dim Mat B↵
{1,7}→Dim Mat C↵
Fill(0,Mat A↵
0→P↵
0→S↵
0→A↵
0→Y↵
0→N↵
Text 15,27,"Another Entrant in"↵
Text 25,5,"Programming Competition 2008"↵
Text 35,27,"At casiokingdom.org"↵
While Getkey≠31↵
Text 45,47,"PRESS EXE"↵
Text 45,47,"         "↵
WhileEnd↵
Cls↵
Text 15,30,"Texas Holdem v0.1"↵
Text 25,20,"(C) 2008 Peter Mitchell"↵
While Getkey≠31↵
Text 35,47,"PRESS EXE"↵
Text 35,47,"         "↵
WhileEnd↵
Cls↵
Text 5,5,"STARTING MONEY:"↵
Text 15,5,"1.2000"↵
Text 25,5,"2.5000"↵
Text 35,5,"3.10000"↵
Text 45,5,"4.25000"↵
Text 45,5,"5.249999"↵
While Y=0↵
Getkey=72⇒2000→Y↵
Getkey=62⇒5000→Y↵
Getkey=52⇒10000→Y↵
Getkey=73⇒25000→Y↵
Getkey=63⇒249999→Y↵
WhileEnd↵
For 1→I To 4↵
Y→Mat A[I,4]↵
Next↵
For 1→I To 3↵
Int (Ran#×3)+1→Mat A[I,7]↵
Next↵
Lbl N↵
For 1→I To 4↵
If Mat A[I,5]≠0↵
Then 0→Y↵
Else 5→Y↵
IfEnd↵
```

```
Y→Mat A[I,6]↵
Next↵
Fill(0,Mat B↵
Fill(0,Mat C↵
0→C↵
For 1→I To 4↵
For 1→J To 2↵
Lbl W↵
Int (Ran#×13)+1→K↵
Int (Ran#×4)+1→L↵
If Mat B[L,K]≠1↵
Then 1→Mat B[L,K]↵
K+(L÷10)→Mat A[I,J]↵
Else Goto W↵
IfEnd↵
Next↵
Next↵
For 1→I To 5↵
Lbl K↵
Int (Ran#×13)+1→K↵
Int (Ran#×4)+1→L↵
If Mat B[L,K]≠1↵
Then 1→Mat B[L,K]↵
K+(L÷10)→Mat C[1,I]↵
Else Goto K↵
IfEnd↵
Next↵
Lbl V↵
For 1→A To 4↵
Mat A[A,1]→Mat C[1,1]↵
Mat A[A,2]→Mat C[1,2]↵
2→U↵
For 1→I To 4↵
I=2⇒5→U↵
I>2⇒Isz U↵
Fill(0,Mat D↵
For 1→G To U↵
Isz Mat D[1,Int(Mat C[1,G])]↵
Next↵
Fill(0,Mat E↵
For 1→G To U↵
For 1→H To 13↵
Mat D[1,H]→W↵
If W≧Mat E[G,2] And H≧Mat E[G,1]↵
Then H→Mat E[G,1]↵
W→Mat E[G,2]↵
EndIf↵
Next↵
Next↵
Mat E[1,2]=4⇒7→H↵
Mat E[1,2]=3⇒3→H↵
Mat E[1,2]=2⇒1→H↵
```

```
H=3⇒Mat E[2,2]≧2⇒6→H↵
H=2⇒Mat E[2,2]=2⇒2→H↵
0→J↵
For 1→G To 5↵
Mat E[G,1>]↵
Cls↵
Text 5,5,"COM 1:$"↵
Text 5,37,Mat A[1,4]↵
Text 13,5,"X X TBL:$0"↵
Text 42,5,"COM 3:$"↵
Text 42,37,Mat A[2,4]↵
Text 50,5,"X X TBL:$0"↵
Text 5,65,"COM 2:$"↵
Text 5,98,Mat A[3,4]↵
Text 13,65,"X X TBL:$0"↵
Text 42,65,"PLAYER:$"↵
Text 42,99,Mat A[4,4]↵
Text 50,65,"X X TBL:$0"↵
Text 23,45,"$0"↵
Text 30,45,"X X X X X"↵
F-Line 40,40,83,40↵
F-Line 83,40,83,80↵
F-Line 83,80,40,80↵
F-Line 40,80,40,40↵
F-Line 0,112,127,112↵
5→M↵
Lbl T↵
N=4⇒Goto C↵
A+1→A↵
A=4⇒1→A↵
Mat A[A,5]≧4⇒Goto T↵
Mat A[A,7]≈0⇒Goto A↵
Lbl P↵
Text 58,3,"1.BET 2.CHECK 3.FOLD F6.MENU"↵
Lbl A↵
Text 58,3,"COM  S TURN :"↵
Text 58,7,A↵
Mat A[A,7]×10→R↵
S=1⇒Mat A[A,8]→H↵
S=2⇒Mat A[A,9]→H↵
S=3⇒Mat A[A,10]→H↵
S=4⇒Mat A[A,6]→H↵
S>0⇒Goto B↵
Mat A[A,3]≧M⇒M→Z↵
If Z>0↵
Then Text 58,50,"ENTERED ROUND"↵
2→Mat A[A,5]↵
Else Text 58,50,"FORCED ALL IN"↵
4→Mat A[A,5]↵
Mat A[A,4]→Z↵
IfEnd↵
N+1→N↵
```

```
Goto F↵
Lbl B↵
S=1⇒R+10→R↵
H≧3⇒R+Int H×10↵
0→G↵
For 1→I To 4↵
Mat A[I,3]=0⇒G+1→G↵
Next↵
N=0⇒G=4⇒Goto 10↵
If M≦(Mat A[A,4]-Mat A[A,3])↵
Then If H≧4↵
Then R-20→R↵
If R<Int (Ran#×100)+1)↵
Then Text 58,50,"ALL IN"↵
4→Mat A[A,5]↵
Mat A[A,4]→Z↵
Else Text 58,50,"FOLD"↵
5→Mat A[A,5]↵
IfEnd↵
Else Text 58,50,"FOLD"↵
5→Mat A[A,5]↵
IfEnd↵
Else A=1⇒4→X↵
A≒1⇒A-1→X↵
If Mat A[X,5]=1↵
Then C≒5⇒R+5→R↵
If R>Int (Ran#×50)+1↵
Then Text 58,50,"CHECK"↵
2→Mat A[A,5]↵
Else ↵
Lbl 10↵
If R<(Int (Ran#×100)+1)↵
Then Text 58,50,"CHECK"↵
1→Mat A[A,5]↵
Else Text 58,50,"BET"2→Mat A[A,5]↵
Int (Mat A[A,4]×((Ran#×H×10)+1)÷100)×5→Z↵
IfEnd↵
1→N↵
Lbl F
```