

# **Poker**

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# Class Documentation

## poker::card Struct Reference

```
#include <poker.h>
```

### Public Member Functions

- **card** (unsigned char *\_suit*=0, unsigned char *\_number*=0)

### Public Attributes

- unsigned char **suit**:2
- unsigned char **number**:4

### Friends

- std::ostream & **operator<<** (std::ostream &os, **card** cd)

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## Detailed Description

A poker card

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## Constructor & Destructor Documentation

**poker::card::card** (unsigned char *\_suit* = 0, unsigned char *\_number* = 0)[inline]

The constructor of a poker card

### Parameters

<i>_suit</i>	The suit of the card. You may use the enum to fill this argument. Defalut to Club.
<i>_number</i>	The number of the card. 0 is None. 1 - 13 is Ace to King. 14 is Joker. Default to None.

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## Friends And Related Function Documentation

**std::ostream& operator<<** (std::ostream & *os*, **card** *cd*)[friend]

The output for card E.g. std::cout << NAME\_OF\_THE\_CARD;

### Parameters

<i>os</i>	The output stream
<i>cd</i>	The card to output

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## Member Data Documentation

**unsigned char poker::card::number**

The number of the card

**unsigned char poker::card::suit**

The suit of the card

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**The documentation for this struct was generated from the following file:**

- `poker.h`

## poker::deck Class Reference

### Public Member Functions

- `std::vector< struct card > & get_vec (void)`
- `const std::vector< struct card > & get_vec (void) const`
- `const std::vector< struct card > & get_vec_const (void) const`
- `void push_back (struct card c)`
- `void pop_back (void)`
- `size_t size (void) const`
- `struct card & back ()`
- `struct card & operator[] (unsigned int index)`
- `const struct card & operator[] (unsigned int index) const`

### Friends

- `std::ostream & operator<< (std::ostream &os, const deck &dk)`
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### Member Function Documentation

**struct card& poker::deck::back () [inline]**

#### Returns

The last card in the deck

**std::vector<struct card>& poker::deck::get\_vec (void ) [inline]**

#### Returns

The vector of this deck of cards

**const std::vector<struct card>& poker::deck::get\_vec (void ) const [inline]**

#### Returns

The const vector of this deck of cards

**const std::vector<struct card>& poker::deck::get\_vec\_const (void ) const [inline]**

#### Returns

The const vector of this deck of cards

**struct card& poker::deck::operator[] (unsigned int *index*) [inline]**

The *index*th element of the deck

#### Returns

A reference of the card

**const struct card& poker::deck::operator[] (unsigned int *index*) const [inline]**

The *index*th element of the deck (for const deck)



### Returns

A const reference of the card

**void poker::deck::pop\_back (void ) [inline]**

Remove the last card in the deck

**void poker::deck::push\_back (struct card c) [inline]**

Put a card into the deck

### Parameters

<i>c</i>	Card to put into
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**size\_t poker::deck::size (void ) const [inline]**

### Returns

The size of the deck

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## Friends And Related Function Documentation

**std::ostream& operator<< (std::ostream & os, const deck & dk) [friend]**

Output the deck E.g. std::cout << NAME\_OF\_THE\_DECK;

### Parameters

<i>os</i>	The output stream
<i>dk</i>	The deck to output

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The documentation for this class was generated from the following file:

- poker.h

## poker::poker Class Reference

### Public Member Functions

- **poker** (unsigned int **deck**=1, unsigned int **player**=2, bool **joker**=false)
- void **shuffle** (unsigned int **time**=1000)
- struct **card draw** (unsigned int **player\_no**)
- void **deal** (unsigned int **card\_per\_person**)
- **deck & operator[]** (unsigned int **player\_no**)
- void **sort\_player\_card** ()

### Friends

- std::ostream & **operator<<** (std::ostream &os, **poker** pk)

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## Constructor & Destructor Documentation

**poker::poker::poker** (unsigned int **deck** = 1, unsigned int **player** = 2, bool **joker** = false)[**explicit**]

A constructor of poker game

#### Parameters

<i>deck</i>	The number of decks to put into the card pile. Default to 1.
<i>player</i>	The player of the poker game. Default to 2.
<i>joker</i>	Whether the jokers should be put into the pile. Default to false.

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## Member Function Documentation

**void poker::poker::deal** (unsigned int **card\_per\_person**)

Deal some card to each person.

#### Parameters

<i>card_per_person</i>	How many card should the function deal to each player.
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**struct card poker::poker::draw** (unsigned int **player\_no**)

Draw a card from the pile to the player.

#### Parameters

<i>player_no</i>	The number of the player.
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#### Returns

The card drawn by the function.

**deck& poker::poker::operator[]** (unsigned int **player\_no**)[**inline**]

Card of number \*th player.

#### Returns

A reference of the player's deck

**void poker::poker::shuffle** (unsigned int **time** = 1000)

Shuffle the card pile

#### Parameters

<i>time</i>	The time to shuffle the card. Default to 1000
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**void poker::poker::sort\_player\_card ()**

Sort the cards of every player.

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## Friends And Related Function Documentation

**std::ostream& operator<< (std::ostream & *os*, poker *pk*)[friend]**

Output the card pile E.g. std::cout << NAME\_OF\_THE\_GAME;

#### Parameters

<i>os</i>	The output stream
<i>pk</i>	The poker game card pile to output

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**The documentation for this class was generated from the following file:**

- poker.h

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