Rummy ScoreKeeper

This program focuses on keeping the scores of the players in a rummy game. It also has the ability to keep count of the number of wins (D) and 80’s (80 – is the highest score given for a losing player), and is given as a summary at the end of the game. It also mentions the next player to distribute the cards.

This program gets inputs to know the number of games to be played, the number of players and name of the players. This program pops up error messages, when there is any issue regarding, entering of score above or below the range ( 0 – 80 ), more number of wins are entered in a single game and no win entered for a single game. Finally, the program also gives us a summary of the total number of wins, total number of 80’s for each player and a table of the players in their winning order. It also gives the overall winner of the game series.