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1  Public Class Form1
2      'Globals
3      'For generating suits and values
4      Dim RandNumGen As System.Random = New System.Random()
5
6      'Represent the three cards shown to the user
7      Dim card1 As card = New Card(CreateSuit(), CreateValue())
8      Dim card2 As card = New Card(CreateSuit(), CreateValue())
9      Dim card3 As card = New Card(CreateSuit(), CreateValue())
10
11     'To keep track of how many times the "show card" button is pressed
12     Dim btnCounter As Integer = 0
13
14     'User Interface Subroutines
15     'When the form loads
16     Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
17         Btn_DepositTokens.Select()
18     End Sub
19
20     'When "Deposit tokens" clicked
21     Private Sub Btn_DepositTokens_Click(sender As Object, e As EventArgs) Handles
22         Btn_DepositTokens.Click
23         Txt_Credits.Text = ((CDec(Val(Txt_Credits.Text) + ((CDec(Val(InputBox("How
24             many tokens would you like to deposit?", "Deposit tokens", 0)))) * 4))))
25
26         If (CDec(Val(Txt_Credits.Text))) >= 4 Then
27             Btn_ShowCard.Select()
28             Btn_ShowCard.Enabled = True
29         End If
30     End Sub
31
32     'When "Show card" clicked
33     Private Sub Btn_ShowCard_Click(sender As Object, e As EventArgs) Handles
34         Btn_ShowCard.Click
35         btnCounter = (btnCounter + 1)
36         Dim wagerIncrease As Decimal = 0
37
38         'If it's the first time clicking...
39         If btnCounter = 1 Then
40             Txt_Credits.Text = (Txt_Credits.Text - 4)
41             Txt_Wager.Text = 4
42             Pic_Card1.Image =
43             My.Resources.ResourceManager.GetObject(card1.generateImagePath())
44             Btn_ShowCard.Select()
45
46             'If it's the second time clicking...
47             Else If btnCounter = 2 Then
48                 Pic_Card2.Image =
49                 My.Resources.ResourceManager.GetObject(card2.generateImagePath())
50                 wagerIncrease = CDec(Val(InputBox("How many more credits would you like
51                     to wager?", "Increase wager?", 0)))
52
53                 'If the first two cards are a pair, only let the user increase their
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wager by 4 or less
48     If (card1.getWorth = card2.getWorth) Then
49         If wagerIncrease <= 4
50             Txt_Credits.Text = (CDec(Val(Txt_Credits.Text)) - wagerIncrease)
51             Txt_Wager.Text = (CDec(Val(Txt_Wager.Text)) + wagerIncrease)
52             Btn_ShowCard.Select()
53         End If
54     Else
55         If wagerIncrease <= (CDec(Val(Txt_Credits.Text)))
56             Txt_Credits.Text = (CDec(Val(Txt_Credits.Text)) - wagerIncrease)
57             Txt_Wager.Text = (CDec(Val(Txt_Wager.Text)) + wagerIncrease)
58             Btn_ShowCard.Select()
59         End If
60     End If
61
62     'If it's the third time clicking...
63     Else If btnCounter = 3 Then
64         Pic_Card3.Image =
65             My.Resources.ResourceManager.GetObject(card3.generateImagePath())
66         Btn_ShowCard.Enabled = False
67         Btn_NewHand.Enabled = True
68         Btn_NewHand.Select()
69         PayoutCheck()
70     End If
71 End Sub
72
73 'When "New hand" clicked
74 Private Sub Btn_NewHand_Click(sender As Object, e As EventArgs) Handles
75     Btn_NewHand.Click
76     If (CDec(Val(Txt_Credits.Text))) < 4 Then
77         MessageBox.Show("You must have a minimum of four credits to play.")
78         Txt_Credits.Text = ((CDec(Val(Txt_Credits.Text)) +
79             ((CDec(Val(InputBox("How many tokens would you like to deposit?",
80                 "Deposit tokens", 0)))) * 4)))
81     End If
82
83     If (CDec(Val(Txt_Credits.Text))) < 4 Then
84         MessageBox.Show("Game over!")
85         Me.Close()
86     End If
87
88     UpdateCard(1)
89     UpdateCard(2)
90     UpdateCard(3)
91
92     Pic_Card1.Image = My.Resources.ResourceManager.GetObject("Card0")
93     Pic_Card2.Image = My.Resources.ResourceManager.GetObject("Card0")
94     Pic_Card3.Image = My.Resources.ResourceManager.GetObject("Card0")
95
96     btnCounter = 0
97
98     Txt_Wager.Text = ""
99     Btn_ShowCard.Enabled = True
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96         Btn_ShowCard.Select ()
97     End Sub
98
99     'When "Show payouts" clicked
100    Private Sub Btn_ShowPayouts_Click(sender As Object, e As EventArgs) Handles
    Btn_ShowPayouts.Click
101        MessageBox.Show("Three Card Poker Payouts:" + vbCrLf + vbCrLf +
102                        vbCrLf + "Pair" + vbCrLf + vbCrLf + "1 to 1" + vbCrLf +
103                        vbCrLf + "Flush" + vbCrLf + vbCrLf + "4 to 1" + vbCrLf +
104                        vbCrLf + "Straight" + vbCrLf + vbCrLf + "5 to 1" + vbCrLf +
105                        vbCrLf + "Three of a Kind" + vbCrLf + "30 to 1" + vbCrLf +
106                        vbCrLf + "Straight Flush" + vbCrLf + "40 to 1" + vbCrLf)
107    End Sub
108
109    'When "Exit" clicked
110    Private Sub Btn_Exit_Click(sender As Object, e As EventArgs) Handles
    Btn_Exit.Click
111        Me.Close()
112    End Sub
113
114    'When "Debug" clicked
115    Private Sub Btn_Debug_Click(sender As Object, e As EventArgs) Handles
    Btn_Debug.Click
116        MessageBox.Show("Card1: " & card1.getSuit & " " & card1.getWorth & vbCrLf &
117                        "Card2: " & card2.getSuit & " " & card2.getWorth & vbCrLf &
118                        "Card3: " & card3.getSuit & " " & card3.getWorth & vbCrLf)
119    End Sub
120
121    'Program functions
122    'Picks a suit, using a random number
123    Private Function CreateSuit() As String
124        Return RandNumGen.Next(1, 5) '1 to 4
125    End Function
126
127    'Picks a value, using a random number
128    Private Function CreateValue() As String
129        Return RandNumGen.Next(0, 13) '0 to 12
130    End Function
131
132    'Gives the appropriate card a new suit and value
133    Private Sub UpdateCard(cardNum As Integer)
134        If cardNum = 1 Then
135            card1.changeCard(CreateSuit(), CreateValue())
136        Else If cardNum = 2 Then
137            card2.changeCard(CreateSuit(), CreateValue())
138        Else If cardNum = 3 Then
139            card3.changeCard(CreateSuit(), CreateValue())
140        End If
141    End Sub
142
143    'Checks to see if the current combination of cards merits a payout
144    Public Sub PayoutCheck()
145        If IsSequential() = True And (card1.getSuit = card2.getSuit) And
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(card2.getSuit = card3.getSuit) Then
146     MessageBox.Show("Congratulations!" + vbCrLf + "Straight flush.")
147     AwardPayout(40)
148
149 Else If IsSequential() = True Then
150     MessageBox.Show("Congratulations!" + vbCrLf + "Straight.")
151     AwardPayout(5)
152
153 Else if (card1.getWorth = card2.GetWorth) And (card2.getWorth =
card3.getWorth)
154     MessageBox.Show("Congratulations!" + vbCrLf + "Three of a kind.")
155     AwardPayout(30)
156
157 Else If (card1.getSuit = card2.getSuit) And (card2.getSuit = card3.getSuit)
158     MessageBox.Show("Congratulations!" + vbCrLf + "Flush.")
159     AwardPayout(4)
160
161 Else if (card1.getWorth = card2.GetWorth) Or (card1.getWorth =
card3.getWorth) Or (card2.getWorth = card3.getWorth)
162     MessageBox.Show("Congratulations!" + vbCrLf + "Pair.")
163     AwardPayout(1)
164 End if
165 End Sub
166
167 'Awards the user a payout, based on the passed multiplier
168 Private Sub AwardPayout(multiplier As integer)
169     Txt_Credits.Text = ((CDec(Val(Txt_Credits.Text)) +
((CDec(Val(Txt_Wager.Text)) * multiplier))))
170     Txt_Wager.Text = ""
171 End Sub
172
173 'Determines if the three cards are of sequential value, for use in determining
if the hand is a stright flush or a straight
174 Private Function IsSequential() As Boolean
175     If (card1.getWorth = (card2.getWorth - 1) And card2.getWorth =
(card3.getWorth - 1)) Or 'card1 = (card2 - 1) = (card3 - 1)
176         (card1.getWorth = (card3.getWorth - 1) And card3.getWorth =
(card2.getWorth - 1)) Or 'card1 = (card3 - 1) = (card2 - 1)
177         (card2.getWorth = (card3.getWorth - 1) And card3.getWorth =
(card1.getWorth - 1)) Or 'card2 = (card3 - 1) = (card1 - 1)
178         (card2.getWorth = (card1.getWorth - 1) And card1.getWorth =
(card3.getWorth - 1)) Or 'card2 = (card1 - 1) = (card3 - 1)
179         (card3.getWorth = (card1.getWorth - 1) And card1.getWorth =
(card2.getWorth - 1)) Or 'card3 = (card1 - 1) = (card2 - 1)
180         (card3.getWorth = (card2.getWorth - 1) And card2.getWorth =
(card1.getWorth - 1)) Then 'card3 = (card2 - 1) = (card1 - 1)
181         Return True
182     Else
183         Return False
184     End If
185 End Function
186 End Class
```