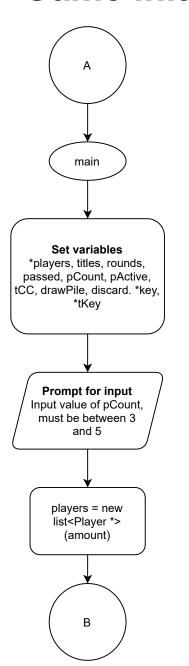
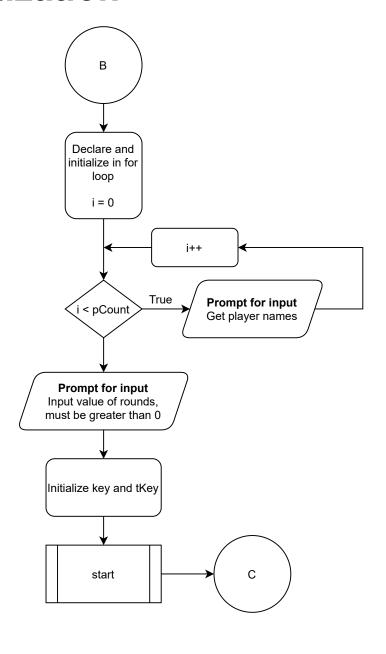
Author: Arthur Choy Created on April 13, 2021, 2:19 PM Purpose: Simulate Tycoon utilizing as many concepts learned in class as possible **System Libraries** Standard Libraries I/O Stream I/O Manip Strings C TIme **Container Libraries User Libraries** Game Player Deck No Global Constants **Function Prototypes** start trick playCards dealCards cardTrade resetTitles

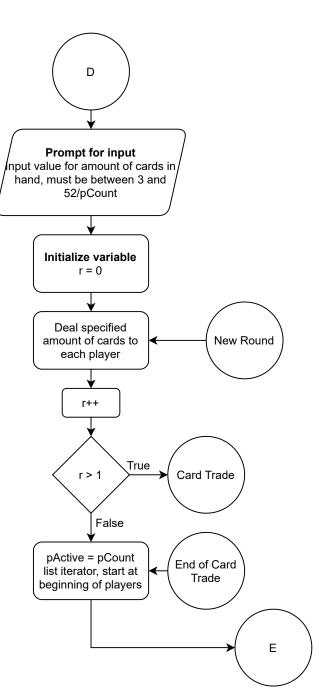
Game initialization

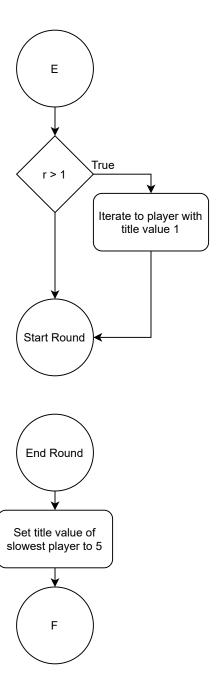




С resetTitles Switch statement based on pCount Initialize titles with 3 title pCount == 3 values, [1, 3, 5] Initialize titles with 4 title (pCount == 4 values, [1, 2, 4, 5] Initialize titles with 5 title pCount == 5 values, [1, 2, 3, 4, 5] D Exit from resetTitles

Start function





Clear all players hands resetTitles Output players and their titles r!= rounds New Round

Return 0 Exit from main

Start function

