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1 /*****
2 * PROGRAMMER : Ali Eshghi
3 * STUDENT ID : 1112261
4 * CLASS      : CS1C
5 * SECTION    : MW 5pm
6 * Assign #1  : Deck of cards
7 * DUE DATE   : 22 January 2020
8 *****/
9
10 #include "Header.h"
11
12 /*****
13 * Deck of Cards
14 *
15 * This program initializes a new deck of cards and does a
16 * perfect shuffle on the card and prints out the original
17 * deck and the shuffled deck, then it calculates how many
18 * more perfect shuffle is needed for the shuffled deck to
19 * go back to original deck.
20 *
21 * INPUT: N/A
22 *
23 * OUTPUT: original deck of card, shuffled deck of card,
24 *         the final deck of cards, the number of perfect
25 *         shuffles needed to get back to original.
26 *
27 *
28 *****/
29
30 int main()
31 {
32     //Constants
33     const string asName = "Deck of Cards"; //assignment name
34     const int    asNum  = 1;               //assignment number
35
36
37     //Variables
38
39     bool compare; //PROCESS - boolean variable for compare
40     Deckcard;     //PROCESS - class type3 variable for deck of card
41
42
43     //printing the header file
44     PrintHeader(asName, asNum);
45
46     //initializing the deck of cards
47     card.Initialize();
48
49     //printing the deck
50     card.print();
51
52     //shuffling the cards
53     card.shuffle();
54
55     //printing the deck of card
56     card.print();
57
58     //comparing the deck of cards
59     compare = card.compare();

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60
61
62 //while loop to shuffle the cards until the shuffled deck is like
63 //the original deck
64 while(compare == false)
65 {
66     card.shuffle();
67     compare = card.compare();
68 }
69
70 //printing the final deck
71 if(compare == true)
72 {
73     card.print();
74     card.returnToOriginal();
75 }
76
77 //returning the 0 for program that eliminates successfully
78 return 0;
79 }
80
```