

playFlip(): (1) show rules  
(2) shuffle cards & print original deck  
(3) draw 19? cards and print " " & current head.  
(4) start to play the game; choose a card [1,24] -> show the card & print the points  
-> should we continue? -> until the player stops...

**EECE 2560: Fundamentals of Engineering Algorithms**  
Department of Electrical and Computer Engineering

**Project Flip**

**Part b**

Complete the program that allows the user to play the card game *flip*:

(1) card (card c) (2) "=" (class member)

1. Add a copy constructor and overloaded assignment operator to the `card` class.
2. Add a destructor to the `deck` class to deallocate the list of cards.
3. Add a function `deal` to the `deck` class that returns the top card in the deck. The card is also removed from the deck.
4. Add a function `replace` to the `deck` class that is passed a `card` as a parameter. The card is placed on the bottom of the deck.
5. Write a global function `playFlip` that plays the game by reading instructions from the keyboard and printing the results to the screen. You should print the top 24 cards and the remaining cards of the deck to the screen. Also, you should print the current hand after flipping a card to the screen. We'll use the information to see if your program is working correctly.

`card deck();` (1) remove the top card  
(2) cache a card object  
(3) delete the \_\_\_\_\_(vemernsd) node.

`node<card> * deck();` (1) save the front\*/top card node  
(2) remove the front node.

`replace. (card c);` // insert into back —> without back ptr go to back then insert  
`replace (node<card> * ptr);)`