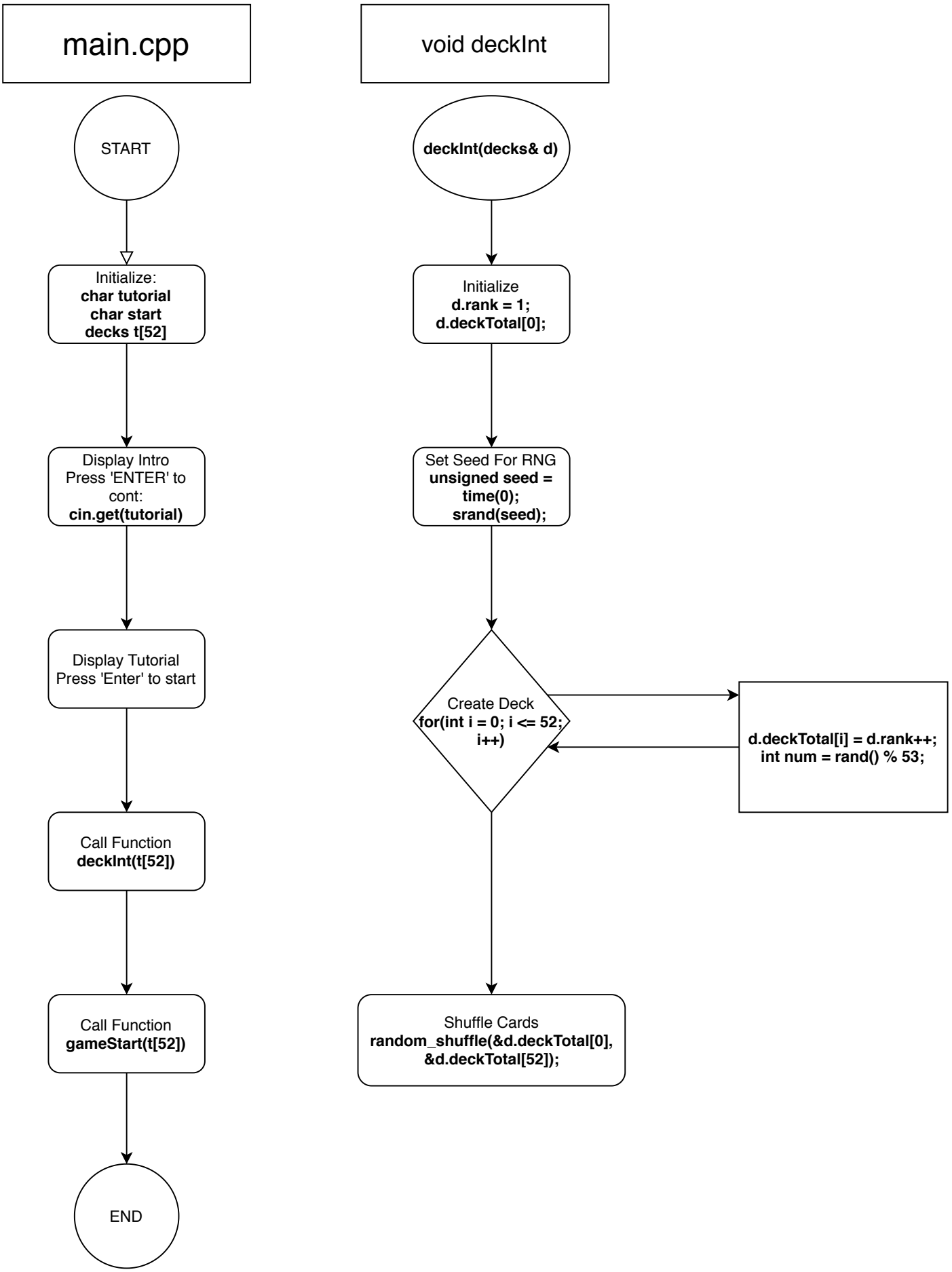
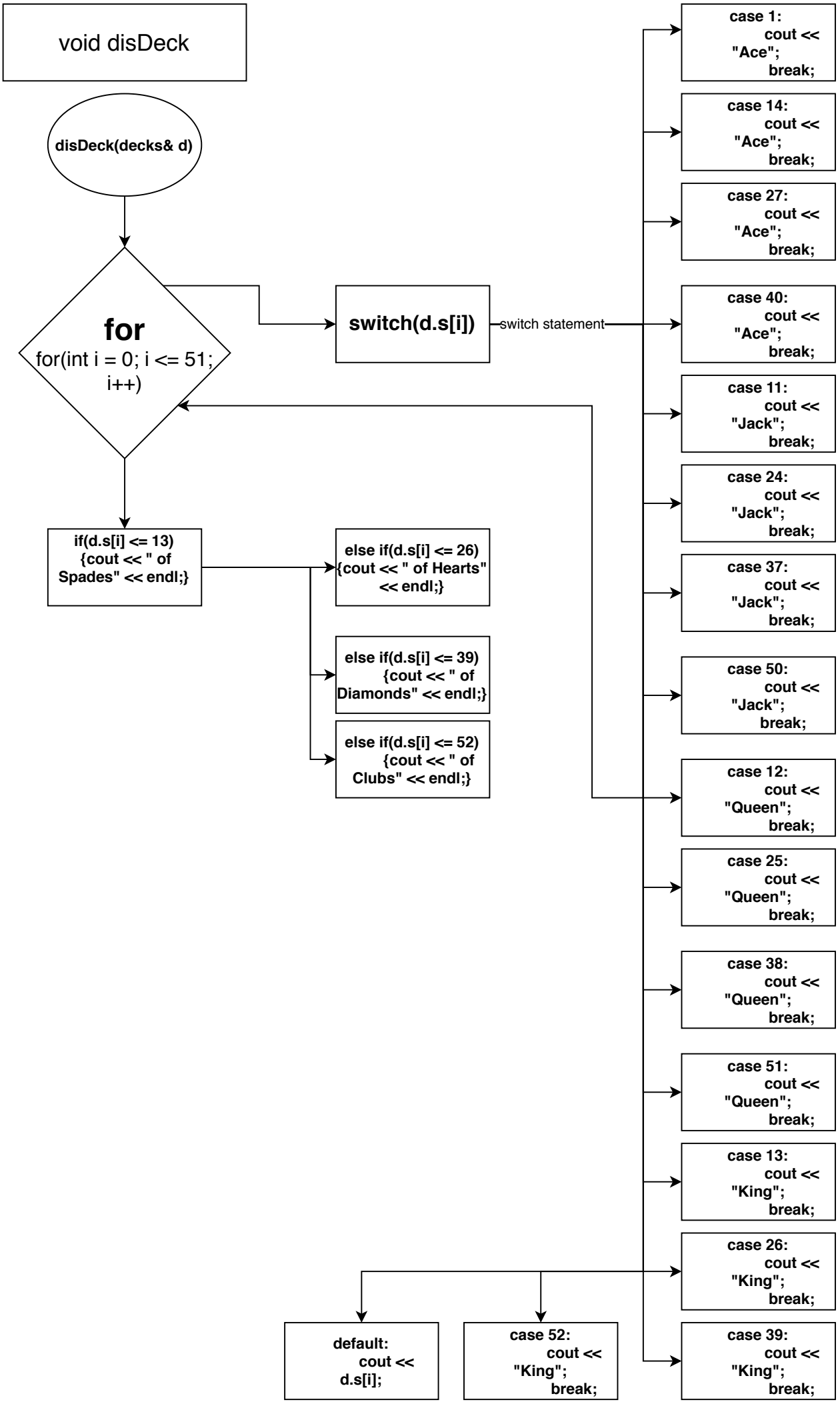

main.cpp
void deckInt
START
Initialize:
char tutorial
char start
decks t[52]
Display Intro
Press 'ENTER' to cont:
cin.get(tutorial)
Display Tutorial
Press 'Enter' to start
Call Function
deckInt(t[52])
Call Function
gameStart(t[52])
END
deckInt(decks& d)
Initialize
d.rank = 1;
d.deckTotal[0];
Set Seed For RNG
unsigned seed =
time(0);
srand(seed);
Create Deck
for(int i = 0; i <= 52;
i++)
d.deckTotal[i] = d.rank++;
int num = rand() % 53;
Shuffle Cards
random_shuffle(&d.deckTotal[0],
&d.deckTotal[52]);


void disDeck
disDeck(decks& d)
for
for(int i = 0; i <= 51; i++)
switch(d.s[i])
switch statement
if(d.s[i] <= 13) {cout << " of Spades" << endl;}
else if(d.s[i] <= 26) {cout << " of Hearts" << endl;}
else if(d.s[i] <= 39) {cout << " of Diamonds" << endl;}
else if(d.s[i] <= 52) {cout << " of Clubs" << endl;}
case 1: cout << "Ace"; break;
case 14: cout << "Ace"; break;
case 27: cout << "Ace"; break;
case 40: cout << "Ace"; break;
case 11: cout << "Jack"; break;
case 24: cout << "Jack"; break;
case 37: cout << "Jack"; break;
case 50: cout << "Jack"; break;
case 12: cout << "Queen"; break;
case 25: cout << "Queen"; break;
case 38: cout << "Queen"; break;
case 51: cout << "Queen"; break;
case 13: cout << "King"; break;
case 26: cout << "King"; break;
case 39: cout << "King"; break;
case 52: cout << "King"; break;
default: cout << d.s[i];