**Algorithm for cardDealer**

**Pseudocode**

# define function main()

# define function initCards()

# define function assignCard()

# define function showDB()

# define function showHand()

# main()

Parameters: n/a

Create cardDB -> assign it initCards

For i in range

Assign 5 cards to player

Assign 5 cards to computer

Show card database

Show hand of player

Show hand of computer

No return value

# initCards()

Parameters: n/a

Create list named cardDB

Assign initial value zero for every element in list

Return cardDB

# assignCard()

Parameters: cardDB, hand

Pick a random int from 0-51

Assign hand to that numbers location

(how do we make sure same card isn’t chosen twice?)

Add a while loop to check if card has been assigned a location

No return value

# showDB()

Parameters: cardDB

Step through all the cards

Print card number

Print card name

Print card location

No return

# showHand()

Parameters: cardDB, hand

Search cardDB

If card is in the hand

Print card name

No return value

# getCardName()

Parameters: NUMCARDS

Int divide n by 13, assigned to suit

Remainder of cardNum and 13, assigned to rank

Concatenate rank and suit to make cardName

Return cardName

**Constants**

* NUMCARDS
* RANKNAME
* SUITNAME
* HANDS
* DECK
* PLAYER
* COMPUTER