

Card.h

```
1  /*
2  * File:   Card.h
3  * Author: Byoung Mo Lee
4  * Created on May 16, 2019 23:52 PM
5  * Purpose: Texas Holdem
6  *
7  */
8
9  #ifndef CARD_H
10 #define CARD_H
11
12 #include <memory>
13
14 class Card{
15 protected:
16     int face; //2~J(11),Q(12),K(13),A(14)
17     int suit;  //0-Spades, 1-Hearts, 2-Diamonds, 3-Clubs
18 public:
19     Card() {face=-1;suit=-1;}
20     Card(int f,int s) {face=f;suit=s;}
21
22     void setCard(int f,int s) {face=f;suit=s;}
23     void setFace(int f) {face=f;}
24     void setSuit(int s) {suit=s;}
25     void setACard(Card &c) {setCard(c.face,c.suit);}
26     int getFace() const {return face;}
27     int getSuit() const {return suit;}
28     void displayCard(); //defined in Card.cpp
29     void selectionSortByFace(Card* c, int begin, int size);
30     void selectionSortBySuit(Card* c, int begin, int size);
31     const Card operator=(const Card &right){
32         if(this != &right){
33             face=right.face;
34             suit=right.suit;
35         }
36         return *this;
37     }
38 };
39
40
41 #endif /* CARD_H */
42
```