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LeeByoungmo_CIS_17c_47698 / **Proj** / **texasHoldem_17C_Ver1.3** / **Card.cpp**

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101 lines (91 sloc)   2.98 KB

```
1    /*
2     * File:   Card.cpp
3     * Author: Byoung Mo Lee
4     * Created on May 17, 2019 00:09 AM
5     * Purpose: Texas Holdem
6     *
7     */
8
9    #include <iostream>
10   #include <iomanip>
11   #include <string>
12   #include "Card.h"
13   using namespace std;
14
15   Card::Card(int num){
16       if(num>=0&&num<52){
17           this->number=num;
18           this->setFace();
19           this->setSuit();
20           this->setPict();
21       }
22       else{
23           this->number=-1;
24           this->face=-1;
25           this->suit=-1;
26           this->faceName="none";
27           this->suitName="none";
28           this->picture="none";
29       }
30   }
31
32   void Card::setFace(){
33       if(this->number%13+1==1) {this->face=14;}
34       else{this->face=this->number%13+1;}
35
36       switch (this->face) {
37           case 2: this->faceName = "two";break;
38           case 3: this->faceName = "three";break;
39           case 4: this->faceName = "four";break;
40           case 5: this->faceName = "five";break;
41           case 6: this->faceName = "six";break;
42           case 7: this->faceName = "seven";break;
43           case 8: this->faceName = "eight";break;
44           case 9: this->faceName = "nine";break;
45           case 10: this->faceName = "ten";break;
46           case 11: this->faceName = "jack";break;
47           case 12: this->faceName = "queen";break;
48           case 13: this->faceName= "king";break;
49           case 14: this->faceName = "ace";break;
50           default: this->faceName = "Bad Value";
51       }
```

```cpp
52    }
53
54    void Card::setSuit(){
55        if(this->number<13){
56            this->suit=0;
57            this->suitName="spades";
58        }
59        else if(this->number<26){
60            this->suit=1;
61            this->suitName="hearts";
62        }
63        else if(this->number<39){
64            this->suit=2;
65            this->suitName="diamonds";
66        }
67        else if(this->number<52){
68            this->suit=3;
69            this->suitName="clubs";
70        }
71        else{
72            this->suit=-1;
73            this->suitName="Bad Value";
74        }
75    }
76
77    void Card::setPict(){
78
79        string a[52]={"\U0001F0A1","\U0001F0A2","\U0001F0A3","\U0001F0A4","\U0001F0A5"
80               ,"\U0001F0A6","\U0001F0A7","\U0001F0A8","\U0001F0A9","\U0001F0AA","\U0001F0AB"
81               ,"\U0001F0AD","\U0001F0AE","\U0001F0B1","\U0001F0B2","\U0001F0B3","\U0001F0B4"
82               ,"\U0001F0B5","\U0001F0B6","\U0001F0B7","\U0001F0B8","\U0001F0B9","\U0001F0BA"
83               ,"\U0001F0BB","\U0001F0BD","\U0001F0BE","\U0001F0C1","\U0001F0C2","\U0001F0C3"
84               ,"\U0001F0C4","\U0001F0C5","\U0001F0C6","\U0001F0C7","\U0001F0C8","\U0001F0C9"
85               ,"\U0001F0CA","\U0001F0CB","\U0001F0CD","\U0001F0CE","\U0001F0D1","\U0001F0D2"
86               ,"\U0001F0D3","\U0001F0D4","\U0001F0D5","\U0001F0D6","\U0001F0D7","\U0001F0D8"
87               ,"\U0001F0D9","\U0001F0DA","\U0001F0DB","\U0001F0DD","\U0001F0DE"};
88
89        for(int i=0;i<52;i++){
90            if(this->number==i) this->picture=a[i];
91        }
92    }
93
94    void Card::toString(){
95        cout << this->Card::getPict() << " ";
96        //cout << this->Card::getFace() << " ";
97        //cout << this->Card::getSuit() << " ";
98        cout << this->Card::getFaceName() << " ";
99        cout << this->Card::getSuitName() << endl;
100   }
```