**END GOAL:**

Card Database:

0) Ace of clubs deck

1) Two of clubs player

4) Five of clubs computer

All the way to 51, with 4 SUITNAME, 3 HANDS, and 13 RANKNAME

Cards in player's hand:

(RANKNAME of (SUITNAME)

5 total

Cards in computer's hand:

(number) of (SUITNAME)

5 total

**GIVEN CODE:**

NUMCARDS = 52

RANKNAME = ("Ace", "Two", "Three", "Four", "Five",

"Six", "Seven", "Eight", "Nine", "Ten",

"Jack", "Queen", "King")

SUITNAME = ("clubs", "hearts", "spades", "diamonds")

HANDS = ("deck", "player", "computer")

DECK = 0

PLAYER = 1

COMPUTER = 2

**GIVEN CODE:**

gives constants represented by CAPITALS

each constant holds the main components of the deck

**initCards()**

need 52 entries

multiply deck by NUMCARDS constant to get those entries

return value

**showDB()**

based on cardDB

need getCardName

print statement

“card number, card name (getCardName), location for HANDS”

need print()

**getCardName()**

based on cardNum

give cards their suits and ranks

need suit -> divide by 13

need rank -> modulus by 13

use constants/tuples

return value

**assignCard()**

based on cardDB and hand

make sure all cards get used, not just the same ones

need unassignCards to make sure all cards get distributed (0-51)

if statement

card number is random if they are unassigned

needs to go into hand

**showHand()**

based on cardDB and hand

print statement

“Cards in hand”

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if statement

location == hand

print statement

“[card name]”

need print() at the end

**Running error →** it would not run the main() towards the end and kept saying the code underneath def main(): was not defined

**Fix →** I had to review videos to realize that just like indents, where the code is placed matters, so I shuffled where the def main(): was placed within the code! Which I did not consider before because I was stuck in the mindset of “do not alter the main function.”

**GIVEN CODE:**

def main():

cardDB = initCards()

for i in range(5):

assignCard(cardDB, PLAYER)

assignCard(cardDB, COMPUTER)

showDB(cardDB)

showHand(cardDB, PLAYER)

showHand(cardDB, COMPUTER)

given code:

initializes the database **cardDB**

gives 5 cards to the player and the computer **assignCard()**

shows the cards in the player and computers hand **showHand()**

**main()**

to call the functions at the end