

Brandon Lee

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R1000

## Assignment 2

### 1. Understanding the Problem

- a. The problem is asking me to make a go fish game using classes and objects. The program will be taking in a number of players and creating that number of player classes. The program will be checking player hands for full pairs of numbers, and if there are four pairs of a number, it will remove the rank from the game, and once a player has no more cards in his hand array, then the player wins.

### 2. Devising a Plan/Design

- a. Take in user input on how many players
- b. Create game with that amount of players
- c. Create deck array with sort and shuffle
- d. Distribute cards to players from deck
- e. Start actual playing and have players ask other players for cards
- f. Check win

### 3. Looking Back/Self-Reflection

- a. Looking back, I've learned a lot about classes and object oriented programming and how to actually design a game using classes. It was quite interesting how powerful classes are in C++.

### 4. Design for Assignment #3

- a. 

```
class cardgame(){
    class GAME{
    private:
        int playercount; //Number of players
    public:
        GAME(); //Constructor
        void ask_playernum(); //Constructor with parameters
        void initialize_playernum(int playercount); //Initialize the game
        void player1_game();
        void player2_game();
        void play( PLAYER.player, string *handarray);
        void check_winner(PLAYER.player, string *handarray);
    };
    class poker(){
    private:
        int points;
        int threeofakind;
```

```
        int straight;  
        int flush;  
        int fullhouse;  
        int fourofakind;  
        int straightflush;  
    public:  
        int checkwin();  
        int check();  
        int addpoints;  
  
}
```