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R1000

Assignment 2

1. **Understanding the Problem**
   1. 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**
   1. Take in user input on how many players
   2. Create game with that amount of players
   3. Create deck array with sort and shuffle
   4. Distribute cards to players from deck
   5. Start actual playing and have players ask other players for cards
   6. Check win
3. **Looking Back/Self-Reflection**
   1. 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**
   1. class cardgame(){

class GAME{

private:

int playercount; //Number of players

public:

GAME(); //Constructor

void ask\_playernum(); //Constructor with parameters

void intitialize\_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;

}