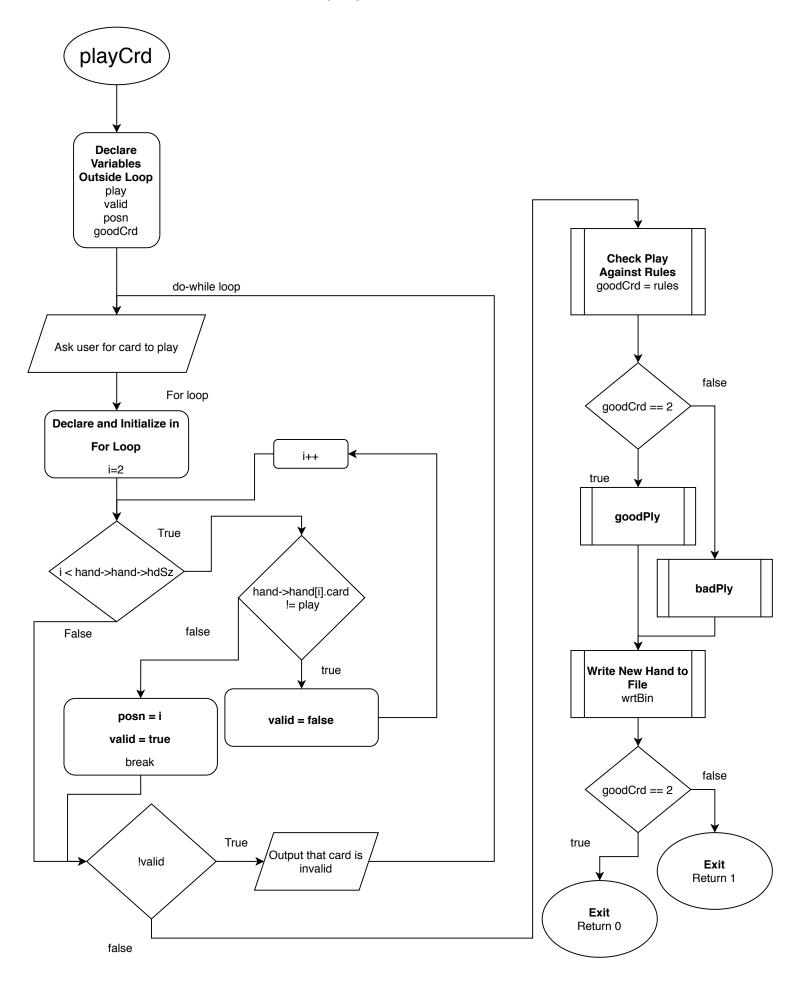


Page 2 **Create Deck Start Game** deck gmePlay Delete Memory for P1 Create P1 Hand Hand dealP1 destroy Delete Memory for Al **Create Al Hand** Hand dealAl destroy **Delete** Create 2nd Memory for Deck **Discard Pile** gmeDeck destroy Delete **Create Discard Memory for** Pile Deck discrd destroy End

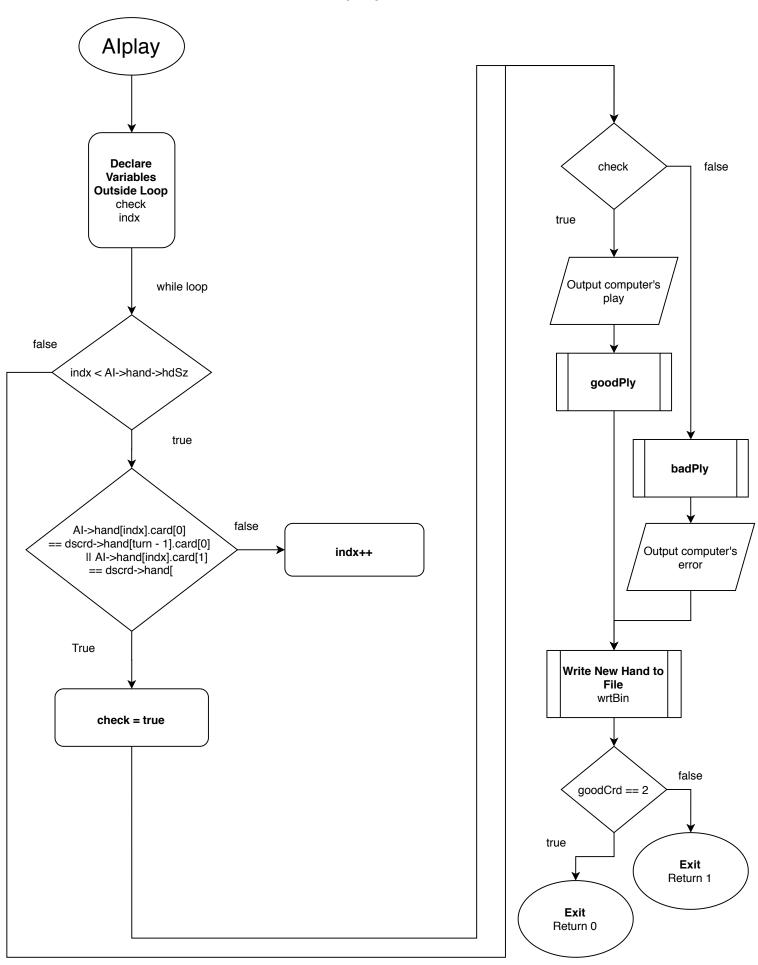
Main fxns

Do While Loop for gmePlay Function gmePlay Declare **Variables Outside Loop** turn testVal **Print Initial** Hand prntCds do-while loop Player 1's turn testVal = playCrd **Test Card** Played True tests Both hands still have cards **Print Hand After** Al's turn Turn testVal = playCrd prntCds False Destroy P1 **Test Card** Played tests **Destroy** ΑI **Destroy** discrd **Destroy** gmeDeck Exit Program

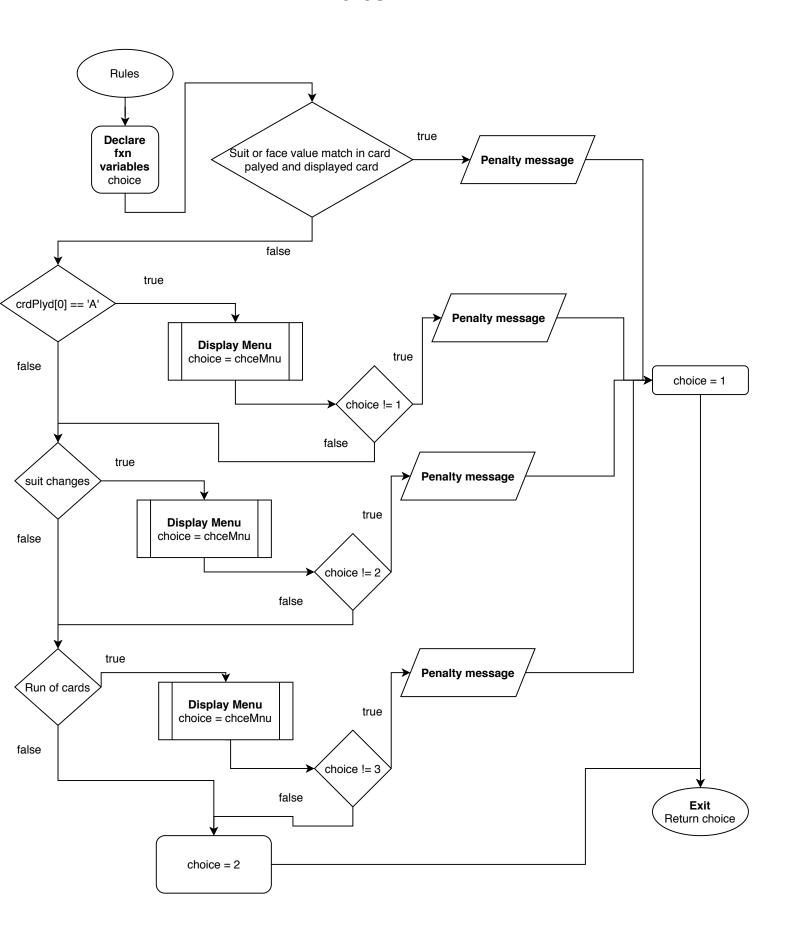
playCrd Fxn



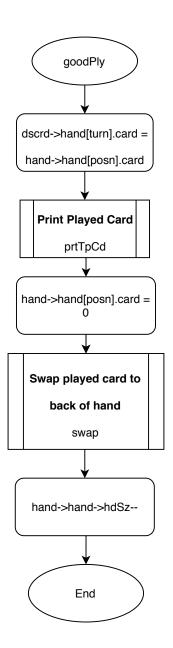
Alplay Fxn



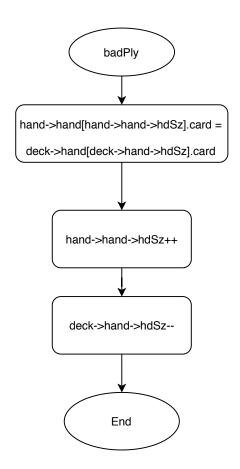
Rules



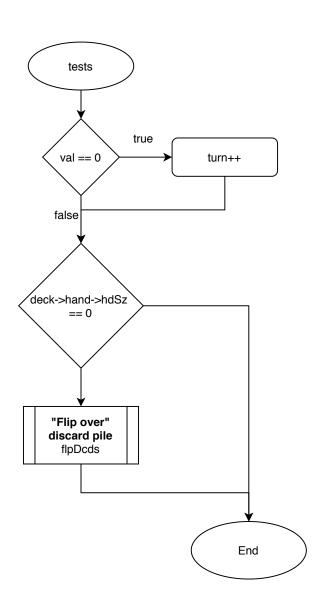
goodPly fxn



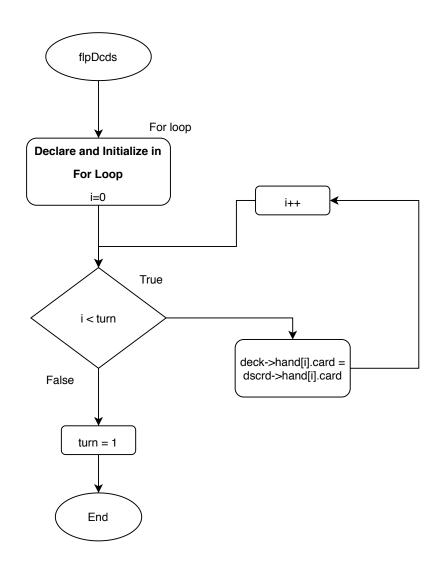
badPly fxn



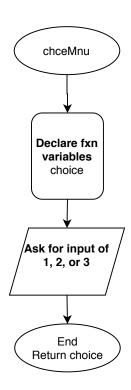
tests fxn



Flip Discard Pile fxn



Menu fxn



Swap fxn

