Introduction to Programming EE2310　Homework 7-1

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Problem

- Complete shuffle functions for two versions of example codes: `cards_nostruct.cpp` and `cards_struct.cpp`.
- Complete a function to deal game cards for the struct versions (`cards_struct.cpp`).

Solution, Program Flow & Structure

Shuffle Functions

- Generate two random numbers as the switching target. Here we set A and B
- Assign card A to a buffer. ⎤
- Assign card B to card A. ⎬ Switch card A and B.　　* >500 times.
- Assign buffer to card B. ⎦

Game Cards Dealing Function

- Use `Deal` to save the first card to the `p1` array.　⎤ * 2 times ⎤
- Use `Deal` to save the first card to the `p2` array.　⎬ * 2 times ⎬ * 2 times.
- Use `Deal` to save the first card to the `table` array.　⎦ * 2 times ⎦

Output Result

```
[Club, 10]
[Spade, 10]
[Spade, 2]
[Diamond, 9]
[Spade, 6]
[Spade, Ace]
[Heart, 7]
[Heart, 2]
[Club, 7]
[Spade, 8]
[Diamond, 4]
[Spade, Jack]
[Club, 5]
[Diamond, 7]
[Club, Jack]
[Diamond, 6]
[Heart, 4]
[Club, 2]
[Club, King]
[Heart, 9]
[Heart, 6]
[Club, 6]
[Diamond, Ace]
[Diamond, 5]
[Heart, 8]
[Diamond, Queen]
[Spade, King]
[Heart, 3]
[Heart, Queen]
[Spade, 5]
[Club, 9]
[Diamond, 2]
[Club, Queen]
[Diamond, 8]
[Spade, 7]
[Heart, King]
[Spade, 3]
[Club, Ace]
[Diamond, Jack]
[Diamond, King]
[Heart, 10]
[Club, 8]
[Heart, Ace]
[Diamond, 3]
[Club, 4]
[Heart, Jack]
[Heart, 5]
[Diamond, 10]
[Club, 3]
[Spade, 9]
[Spade, 4]
[Spade, Queen]
------------------------------
Process exited after 0.03244
請按任意鍵繼續 . . .
```

cards_nostruct.cpp

```
[Club, 10]
[Spade, 10]
[Spade, 2]
[Diamond, 9]
[Spade, 6]
[Spade, Ace]
[Heart, 7]
[Heart, 2]
[Club, 7]
[Spade, 8]
[Diamond, 4]
[Spade, Jack]
[Club, 5]
[Diamond, 7]
[Club, Jack]
[Diamond, 6]
[Heart, 4]
[Club, 2]
[Club, King]
[Heart, 9]
[Heart, 6]
[Club, 6]
[Diamond, Ace]
[Diamond, 5]
[Heart, 8]
[Diamond, Queen]
[Spade, King]
[Heart, 3]
[Heart, Queen]
[Spade, 5]
[Club, 9]
[Diamond, 2]
[Club, Queen]
[Diamond, 8]
[Spade, 7]
[Heart, King]
[Spade, 3]
[Club, Ace]
[Diamond, Jack]
[Diamond, King]
[Heart, 10]
[Club, 8]
[Heart, Ace]
[Diamond, 3]
[Club, 4]
[Heart, Jack]
[Heart, 5]
[Diamond, 10]
[Club, 3]
[Spade, 9]
[Spade, 4]
[Spade, Queen]
```

cards_struct.cpp

```
P1:
[Spade, Queen]
[Spade, 4]
[Heart, Jack]
[Club, 4]

P2:
[Spade, 9]
[Club, 3]
[Diamond, 3]
[Heart, Ace]

Table:
[Diamond, 10]
[Heart, 5]
[Club, 8]
[Heart, 10]
------------------------------
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```