**Introduction to Programming EE2310 Homework 7-1**

**103061142 楊淳佑**

**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.

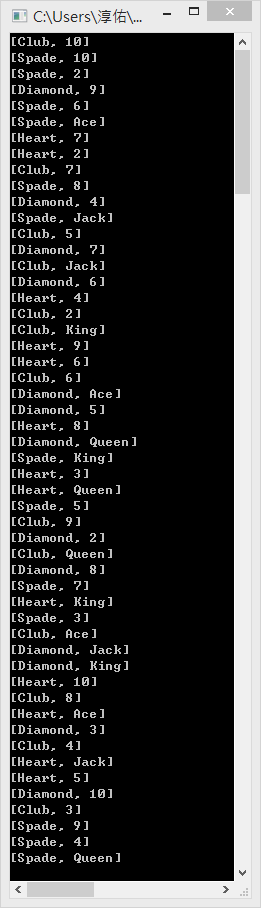
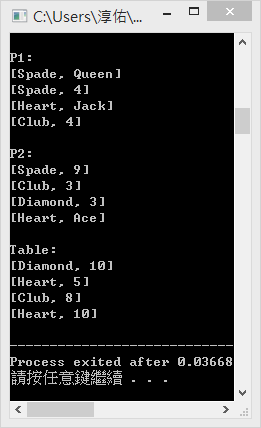
Here we set A and B

* Assign card A to a buffer. \* >500 times.
* Assign card B to card A. Switch card A and B.
* 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**

cards\_nostruct.cpp cards\_struct.cpp