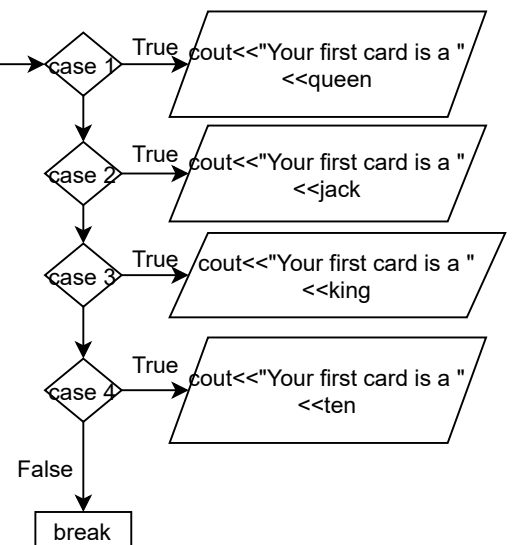
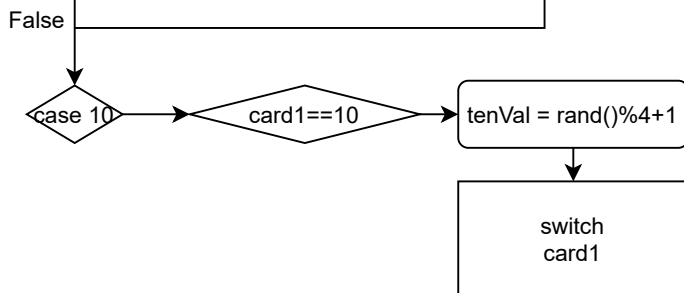
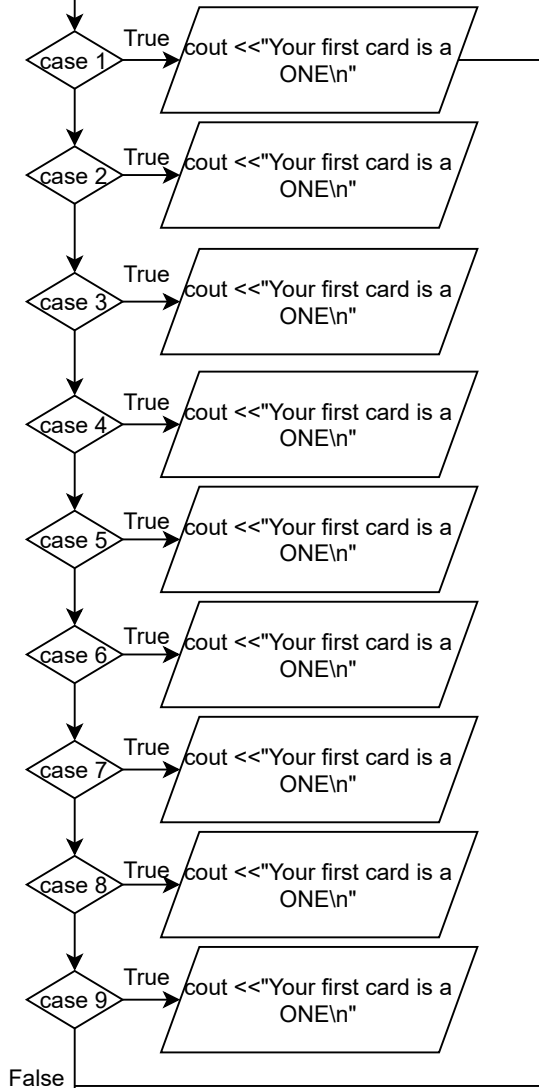


Function

```
prntF1C(int &card1, int
tenVal, string queen,
string jack, string king,
string ten)
```

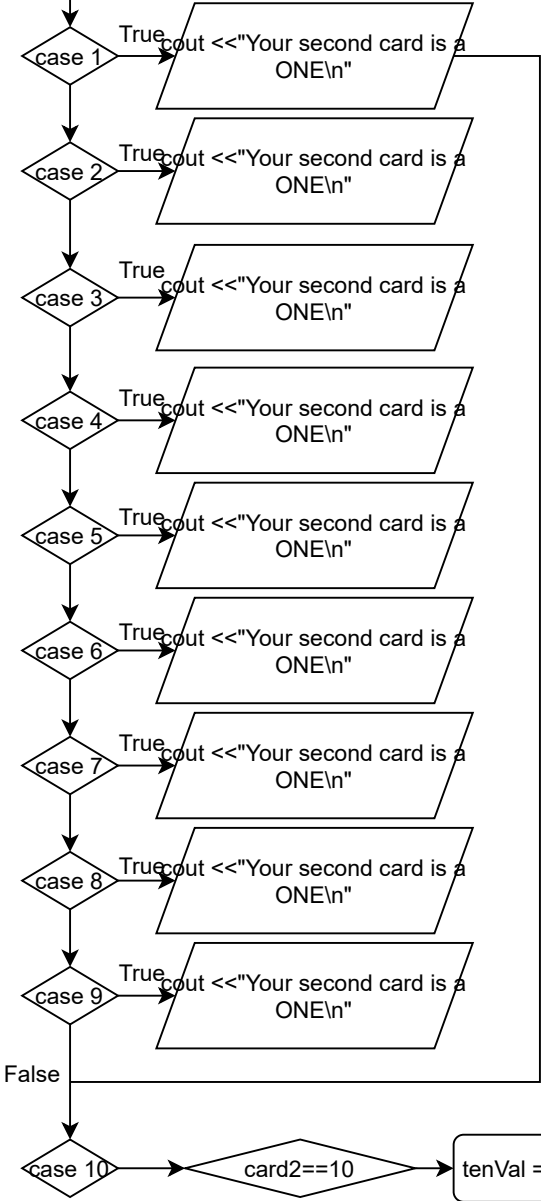
switch
card1



Function

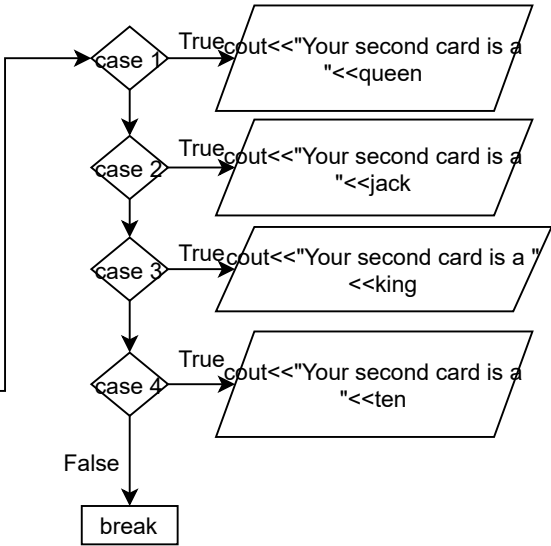
prntF2C(int &card2, int
tenVal, string queen,
string jack, string king,
string ten)

switch
card2



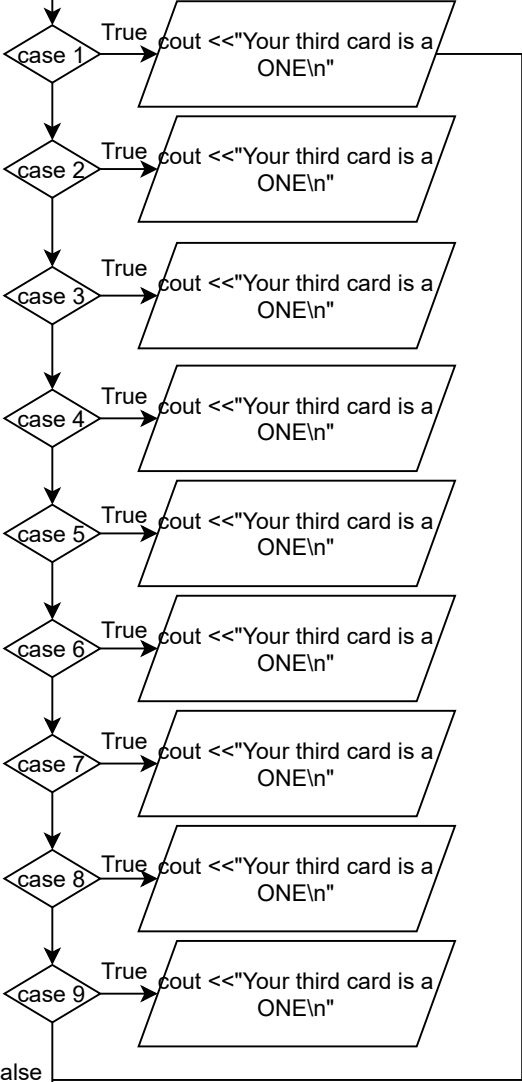
tenVal = rand()%4+1

switch
card2

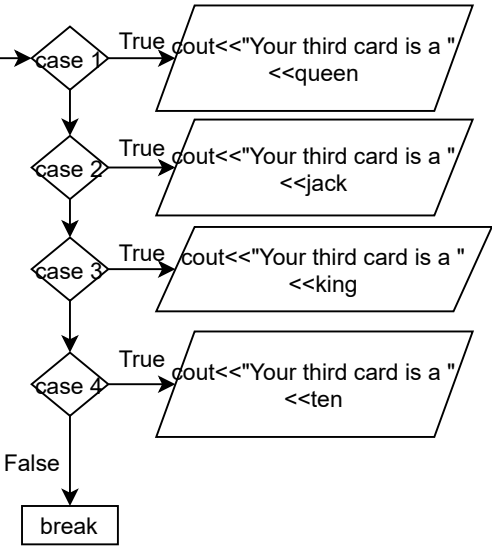
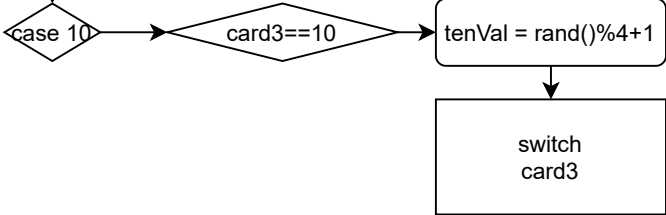


```
Function
prntF3C(int &card3, int
tenVal, string queen,
string jack, string king,
string ten)
```

switch
card3



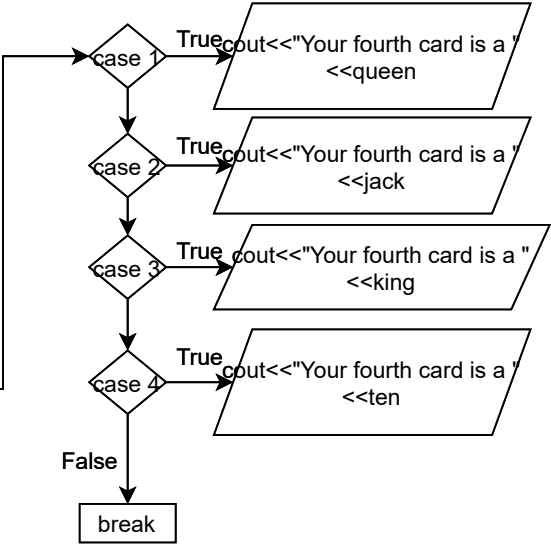
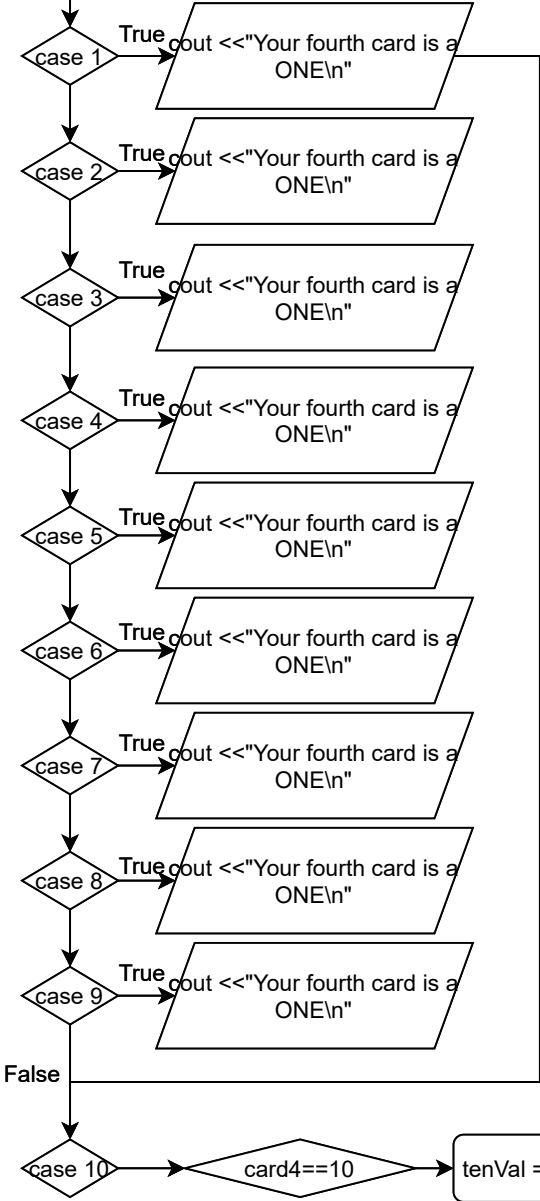
False



Function

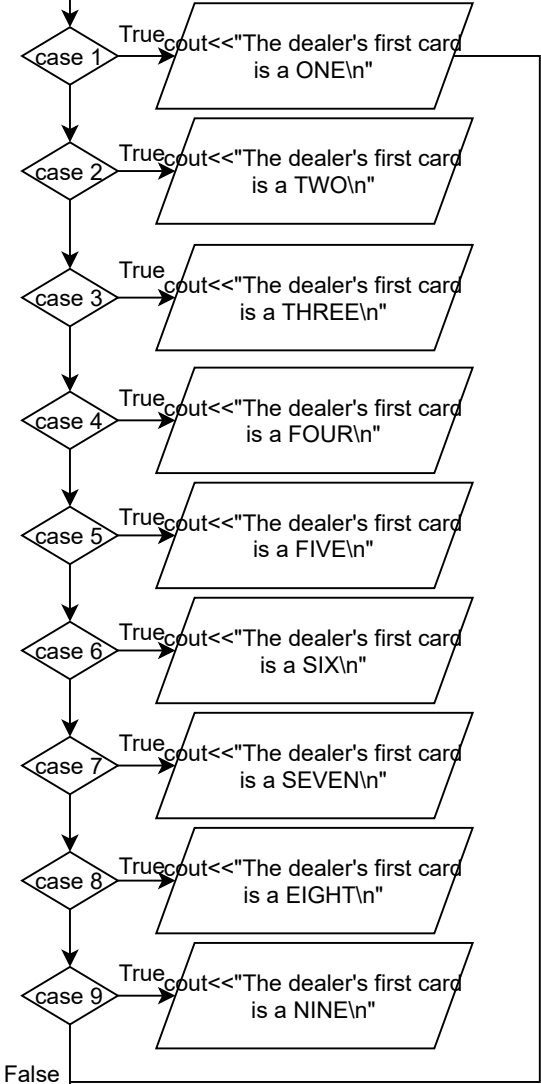
prntF4C(int &card4, int
tenVal, string queen,
string jack, string king,
string ten)

switch
card4



```
Function
prntD1C(int &cdOne,
int tenVal, string queen,
string jack, string king,
string ten)
```

switch
cdOne



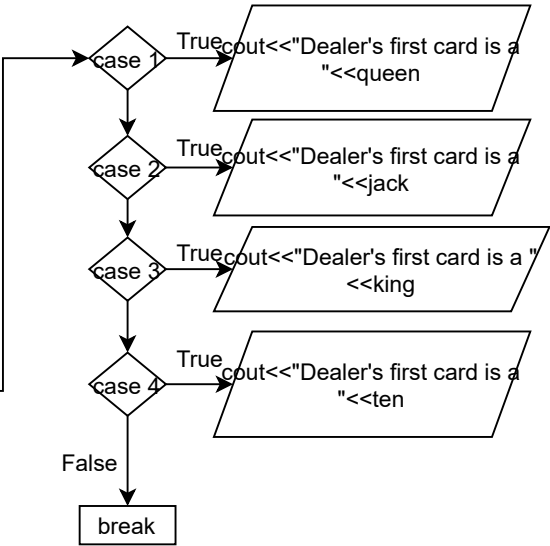
False

case 10

cdOne==10

tenVal = rand()%4+1

switch
cdOne



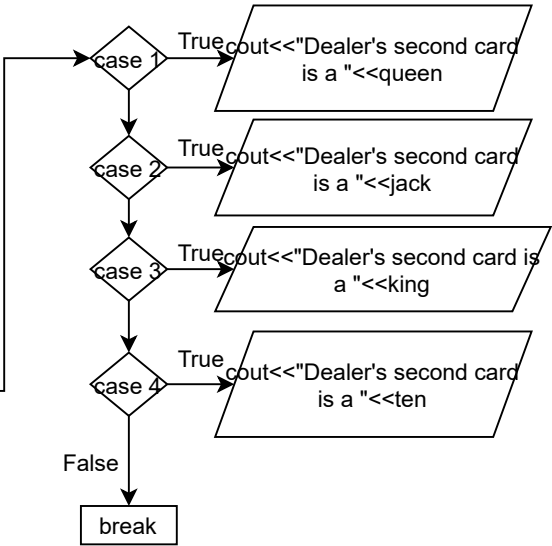
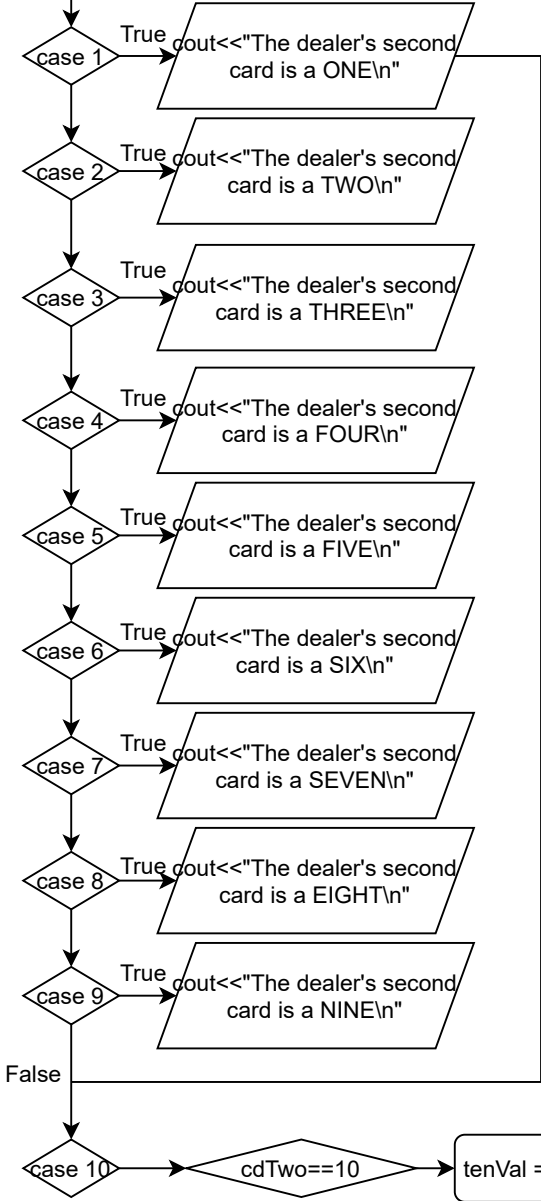
False

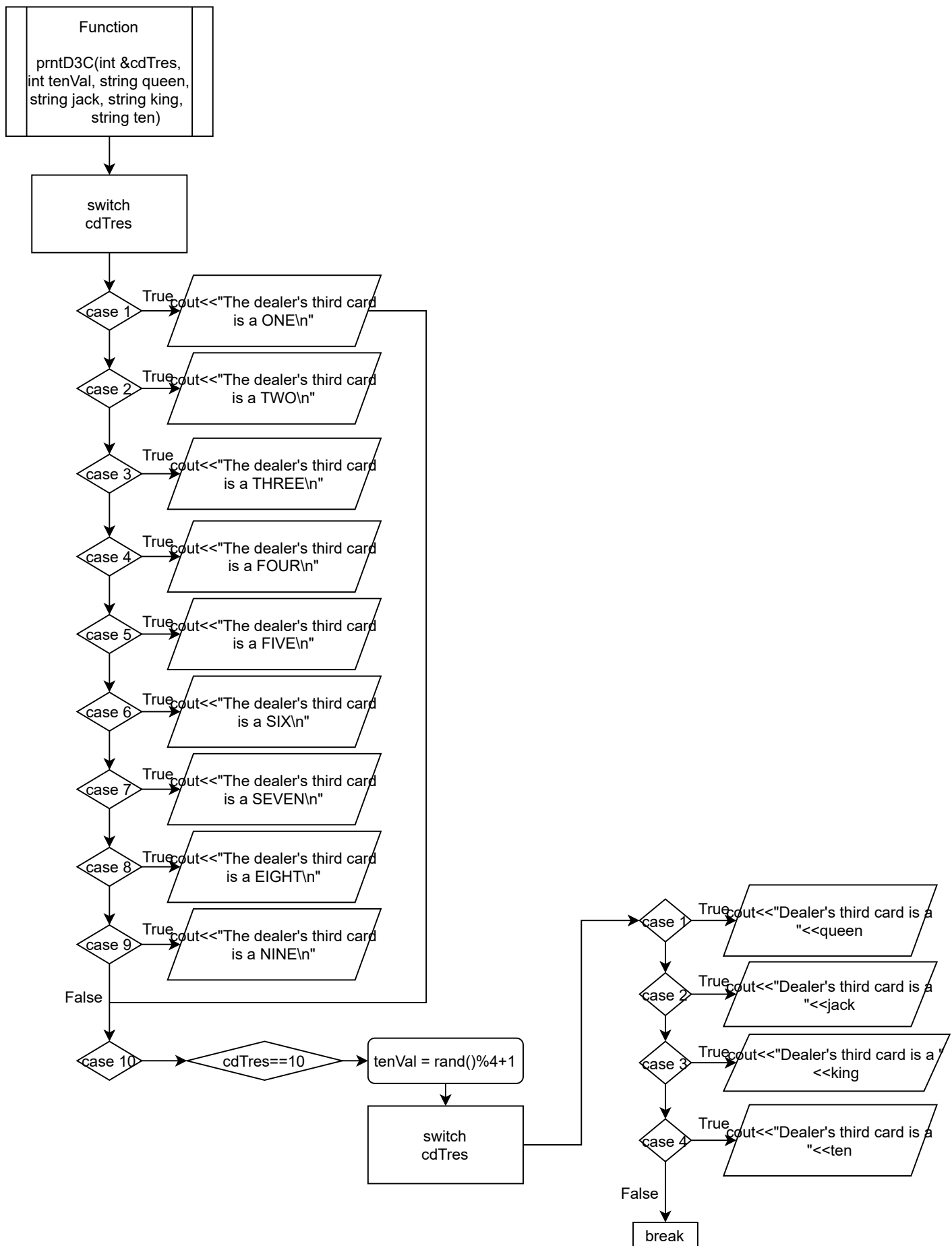
break

Function

prntD2C(int &cdTwo,
int tenVal, string queen,
string jack, string king,
string ten)

switch
cdTwo

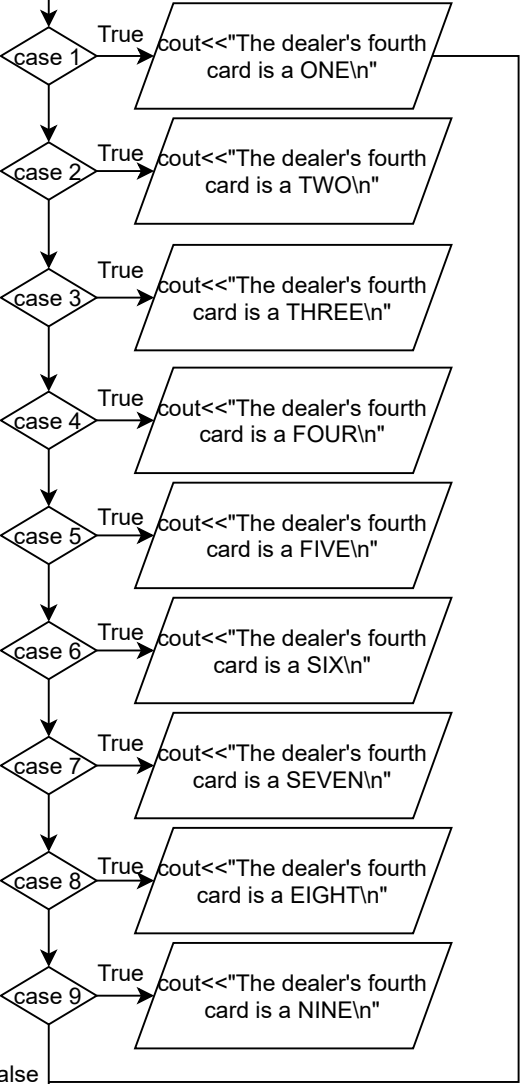




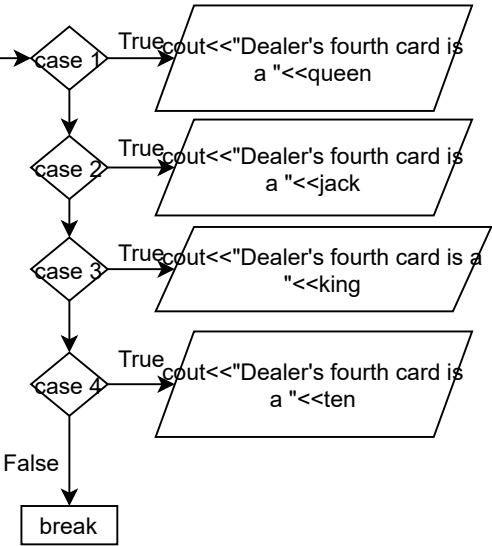
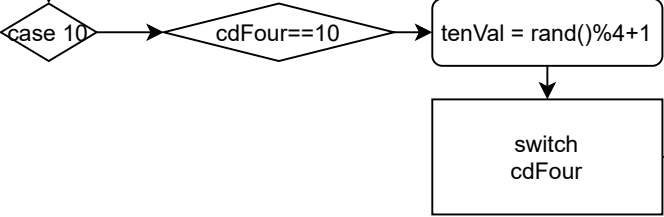
Function

prntD4C(int &cdFour,
int tenVal, string queen,
string jack, string king,
string ten)

switch
cdFour



False



False

break

