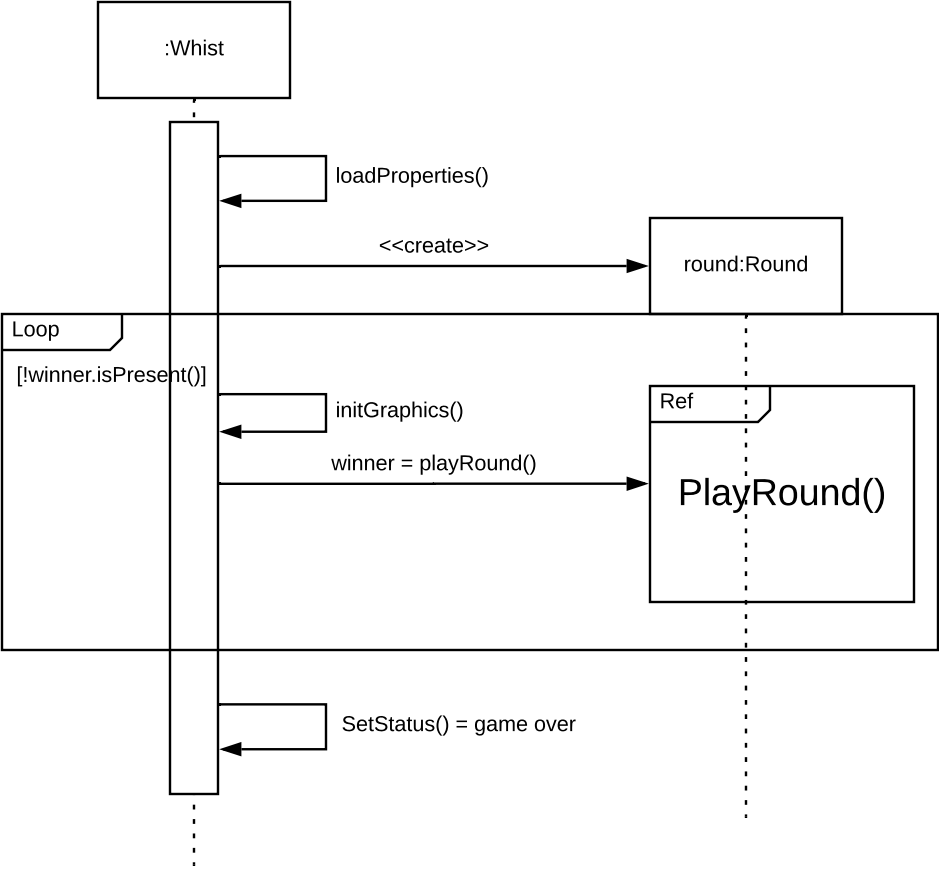


Whist.main()



Round.playRound()

