

## **on\_click\_hint function**

This function generates a dialog box with information about the remaining cards in the deck and the number of cards higher or lower than the last card played by the user.

Inputs:

- A pointer to a button widget clicked by the user.
- A pointer to the window to which the dialog box will be attached.

Outputs: None

Steps:

1. Create strings for "North" and "South".
2. Print which player clicked the button.
3. Set dialog flags to make it modal and destroy with the parent window.
4. Create a dialog widget and a char buffer.
5. Initialize some integer variables to zero.
6. Calculate remaining cards, higher and lower cards based on the last card played.
7. Format a string with this information and store it in the buffer.
8. Create a message dialog with the formatted string and display it.
9. Destroy the dialog when closed.

## **on\_click\_cheat function**

This function generates a dialog box with the next card in the deck.

Steps:

1. Create strings for "North" and "South".
2. Print which player clicked the button.
3. Create widgets for the dialog box.
4. Set dialog properties.
5. Allocate memory for a character array to store a description of the next card.
6. Get the path to the image file for the next card.
7. Create an image widget with the next card image.
8. Create a close button and connect it to a function.
9. Create a vertical box widget and add the label, image, and close button to it.
10. Add the vertical box widget to the dialog widget.
11. Show all the widgets in the dialog.