White Board

// Read the hand count and dominant suit.

// Each hand has four cards played.

//Read each card played and add to a list.

// Loop through the list of cards to determine the game points.

//If a card is a Jack or 9 in the Dominant/Trump suit it will increase points for that card.

GitHub Link

https://github.com/dleadbet/ConsoleAppBela

C# Codes

using System;

using System.Collections.Generic;

namespace ConsoleAppBela

{

class Program

{

static void Main(string[] args)

{

// Read the hand count and dominant suit

string handCountAndDominantSuit = Console.ReadLine();

// Put the number of hands in index 0 and the dominant suit in index 1

List<string> handCountAndDominantSuitList = new List<string>();

handCountAndDominantSuitList.AddRange(handCountAndDominantSuit.Split(" "));

int HandCount = int.Parse(handCountAndDominantSuitList[0]);

// To make char data type Add zero at end to get char at index 0

char DominantSuit = handCountAndDominantSuitList[1][0];

if ((DominantSuit != 'S') && (DominantSuit != 'H') && (DominantSuit != 'D') && (DominantSuit != 'C'))

{

Console.WriteLine("Invalid Dominant Suit");

System.Environment.Exit(0);

}

if ((HandCount < 1) || (HandCount > 100))

{

Console.WriteLine("Invalid Handcount");

System.Environment.Exit(0);

}

List<string> cardsPlayedList = new List<string>();

//Each hand has four cards played

for (int i = 0; i < HandCount \* 4 ; i++)

{

//Add to list each card played

cardsPlayedList.Add(Console.ReadLine());

}

int gamePoints = 0;

// the i is for the index of the list

//the second index will look at char in index 0 for card number or the char in index 1 for the suit

for (int i = 0; i < cardsPlayedList.Count; i++)

{

if (cardsPlayedList[i][0] == 'A')

{

gamePoints += 11;

}

else if (cardsPlayedList[i][0] == 'K')

{

gamePoints += 4;

}

else if (cardsPlayedList[i][0] == 'Q')

{

gamePoints += 3;

}

else if (cardsPlayedList[i][0] == 'J' && cardsPlayedList[i][1] == DominantSuit)

{

gamePoints += 20;

}

else if (cardsPlayedList[i][0] == 'J' && cardsPlayedList[i][1] != DominantSuit)

{

gamePoints += 2;

}

else if (cardsPlayedList[i][0] == 'T')

{

gamePoints += 10;

}

else if (cardsPlayedList[i][0] == '9' && cardsPlayedList[i][1] == DominantSuit)

{

gamePoints += 14;

}

// The ELSE covers the 9 Not Dominant, 8 and 7

else

{

gamePoints += 0;

}

}

Console.WriteLine(gamePoints);

}

}

}

}

}

}

Kattis Screen Shot

