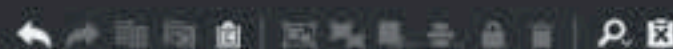


elixir



Quick Add



Cards

create_deck

Create an array of playing cards

shuffle

Shuffle an array of playing cards

deal

Create a 'hand' of cards

contains?

Given a deck and a single card, figure out if the card is in the deck

save

Save a collection of cards to a file on the local machine

load

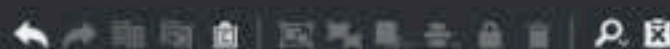
Load a collection of cards from the local machine

```
iTerm  Shell  Edit  View  Profiles  Toolbelt  Window  Help
1. stephengrider@stephens-MacBook-Pro: ~/workspace/ElixirWorkspace/prod (zsh)

→ prod elixir
Usage: elixir [options] [.exs file] [data]

    -v                      Prints version and exits
    -e COMMAND              Evaluates the given command (*)
    -r FILE                 Requires the given files/patterns (*)
    -S SCRIPT               Finds and executes the given script
                           in PATH
    -pr FILE                Requires the given files/patterns in
                           parallel (*)
    -pa PATH                Prepends the given path to Erlang co
                           de path (*)
    -pz PATH                Appends the given path to Erlang cod
                           e path (*)
```

elixir



Quick Add



Cards

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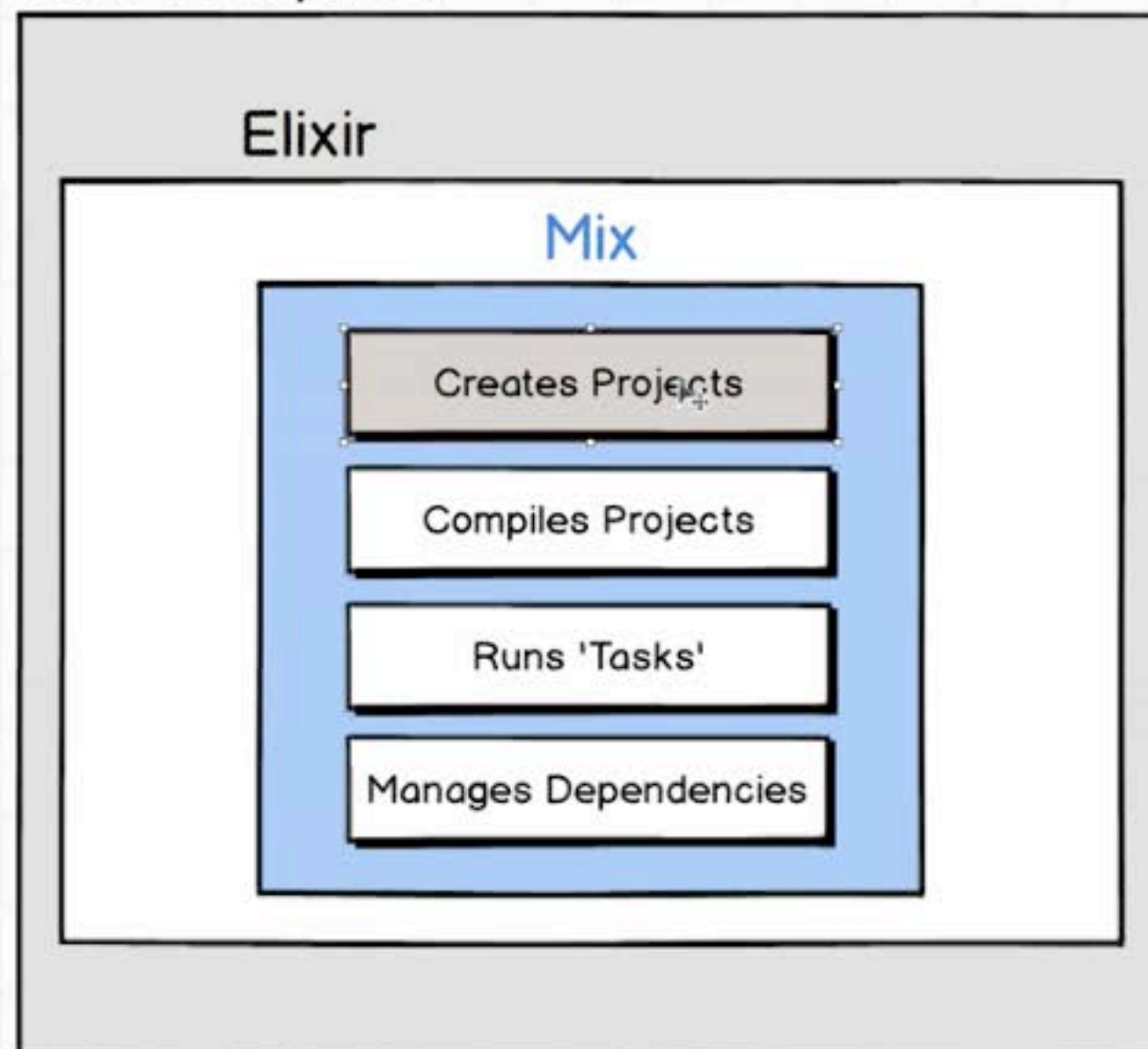
elixir



Quick Add



Your Computer





Generating a Project

[Go to Dashboard](#)

term Shell Edit View Profiles Toolbelt Window Help

Wed 2:51 PM

1. stephengrider@stephens-MacBook-Pro: ~/workspace/ElixirWorkspace/prod (zsh)

→ prod mix new cards



udemy

2:24/2:51



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```
* creating config/config.exs  
* creating lib  
* creating lib/cards.ex  
* creating test  
* creating test/test_helper.exs  
* creating test/cards_test.exs
```

Your Mix project was created successfully.
You can use "mix" to compile it, test it, and more:

```
cd cards  
mix test
```

Run "mix help" for more commands.

```
→ prod
```

```
* creating lib
* creating lib/cards.ex
* creating test
* creating test/test_helper.exs
* creating test/cards_test.exs
```

Your Mix project was created successfully.
You can use "mix" to compile it, test it, and more:

```
cd cards
mix test
```

Run "mix help" for more commands.

```
→ prod cd cards
→ cards
```

- * creating test
- * creating test/test_helper.exs
- * creating test/cards_test.exs

Your Mix project was created successfully.
You can use "mix" to compile it, test it, and more:

```
cd cards  
mix test
```

Run "mix help" for more commands.

- prod cd cards
 - cards ls
- README.md config lib mix.exs test
- cards

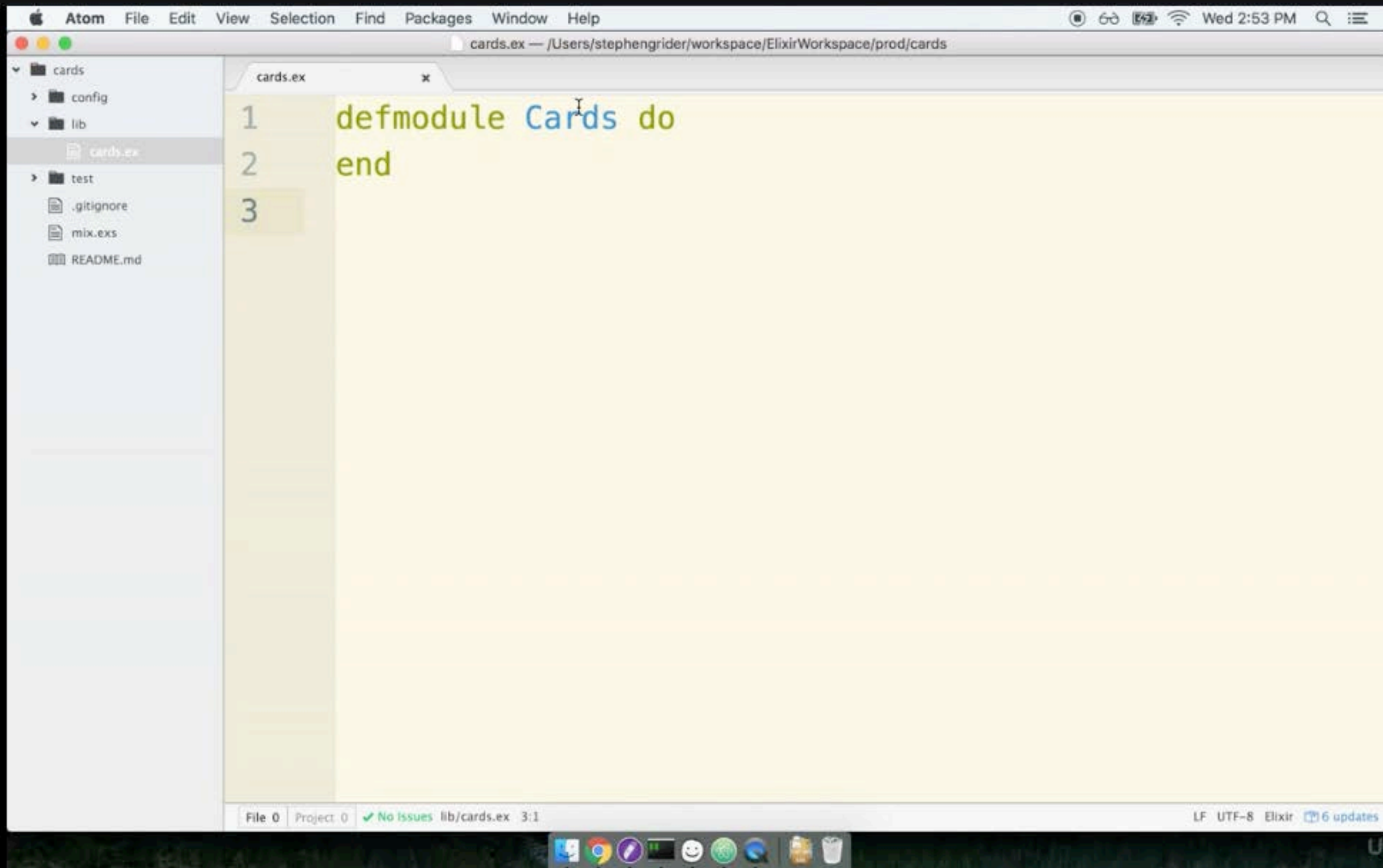

```
* creating test/test_helper.exs  
* creating test/cards_test.exs
```

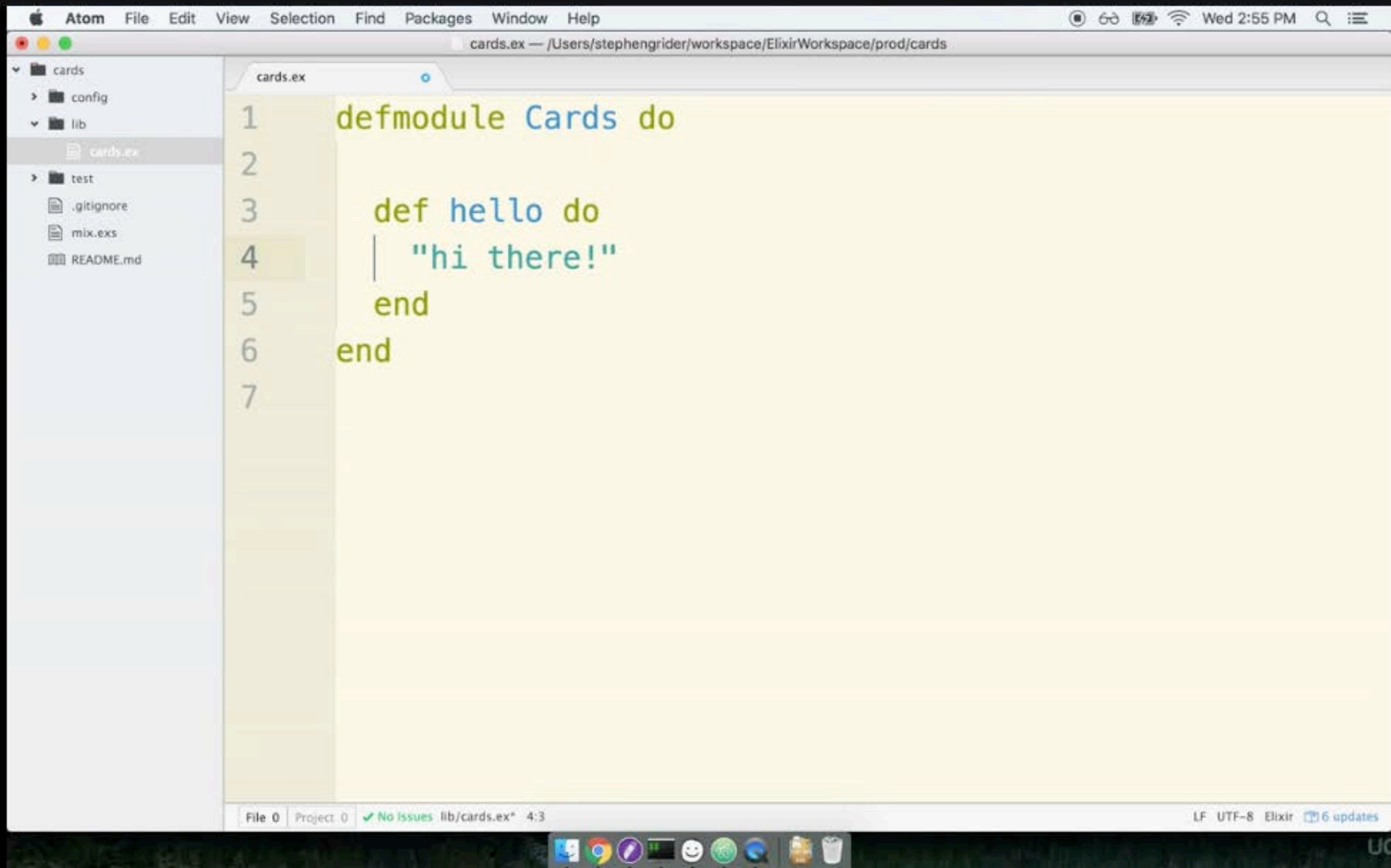
Your Mix project was created successfully.
You can use "mix" to compile it, test it, and more:

```
cd cards  
mix test
```

Run "mix help" for more commands.

```
→ prod cd cards  
→ cards ls  
README.md config lib mix.exs test  
→ cards atom .  
→ cards
```





```
iTerm  Shell  Edit  View  Profiles  Toolbelt  Window  Help  Wed 2:56 PM
1. iex -S mix (beam.smp)

→ cards iex -S mix
Erlang/OTP 18 [erts-7.3] [source] [64-bit] [smp:4:4] [async-threads:10] [hipe] [kernel-poll:false] [dtrace]

Compiling 1 file (.ex)
Generated cards app
Interactive Elixir (1.3.1) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)> 
```



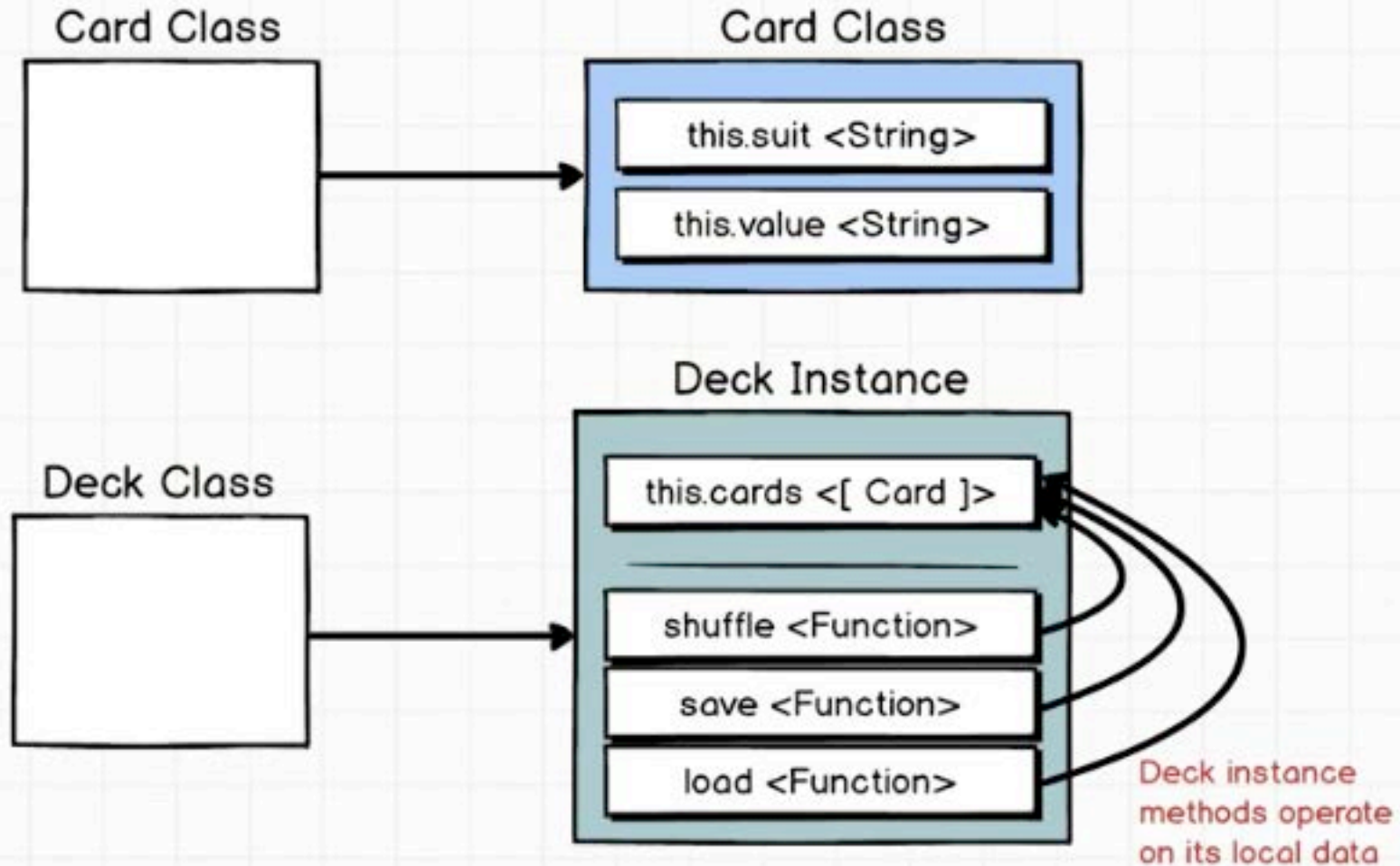
```
iTerm  Shell  Edit  View  Profiles  Toolbelt  Window  Help  Wed 2:57 PM  1. iex -S mix (beam.smp)

→ cards iex -S mix
Erlang/OTP 18 [erts-7.3] [source] [64-bit] [smp:4:4] [async-threads:10] [hipe] [kernel-poll:false] [dtrace]

Compiling 1 file (.ex)
Generated cards app
Interactive Elixir (1.3.1) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)> 1 + 1
2
iex(2)> Cards
Cards
iex(3)> Cards.hello
"hi there!"
iex(4)> █
```

File 0 Project 0 ✓ No Issues lib/cards.ex 6:1 LF UTF-8 Elixir 6 updates

Cards - OO Approach



Cards - OO Approach

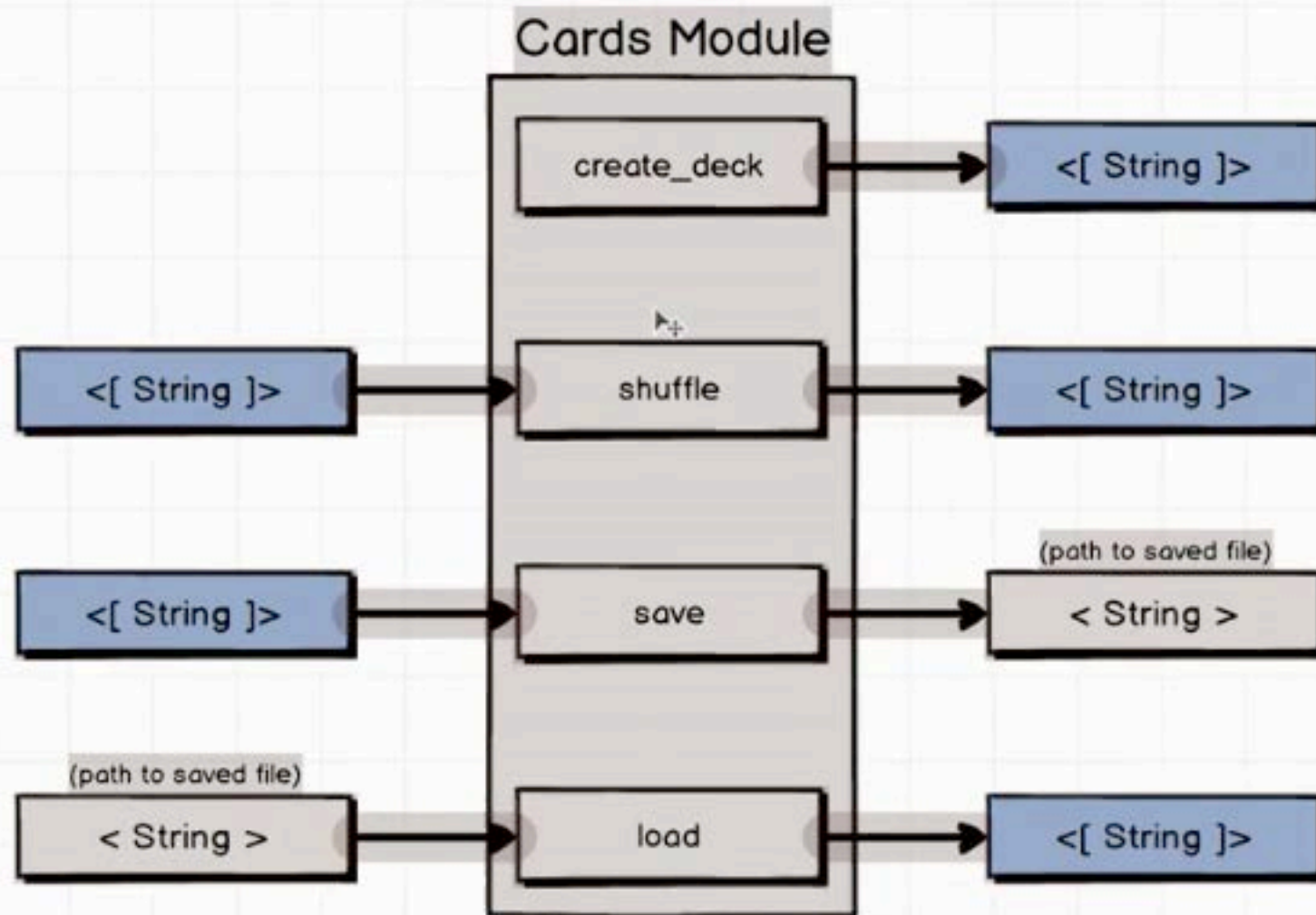
deck = new Deck; <Deck>

deck.cards [<Card1>, <Card2>, <Card3>]

deck.shuffle [<Card2>, <Card1>, <Card3>]

deck.deal <Deck[<Card1>] >

Cards - FP Approach



Cards Module

shuffle

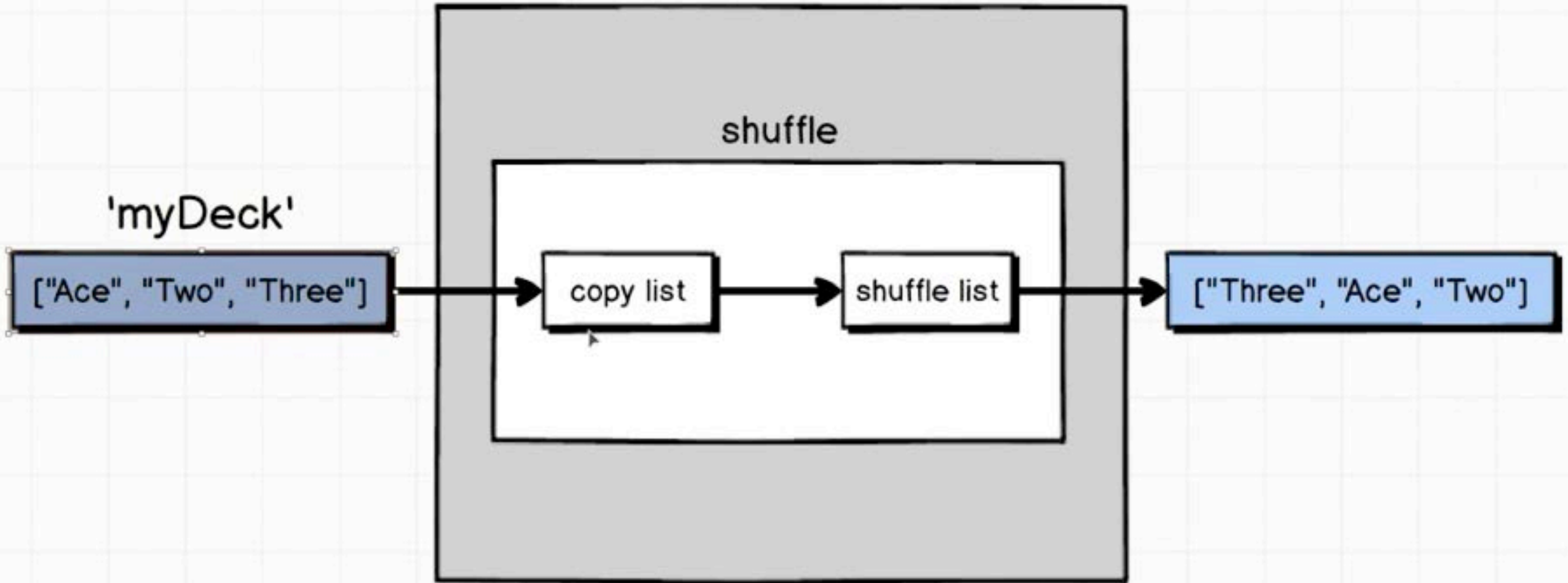
'myDeck'

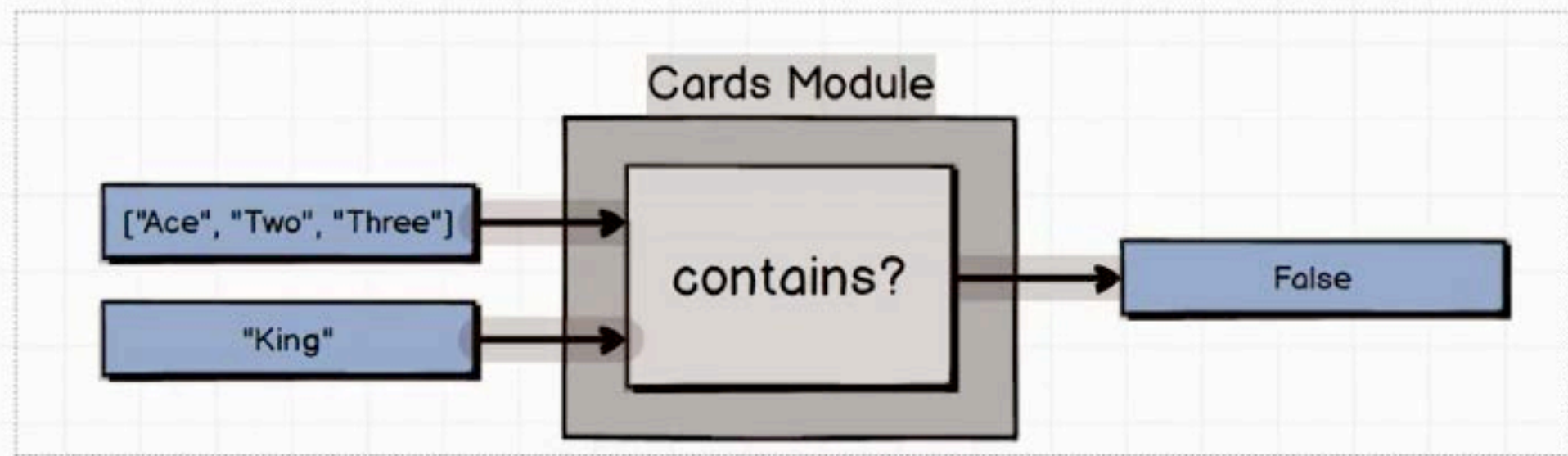
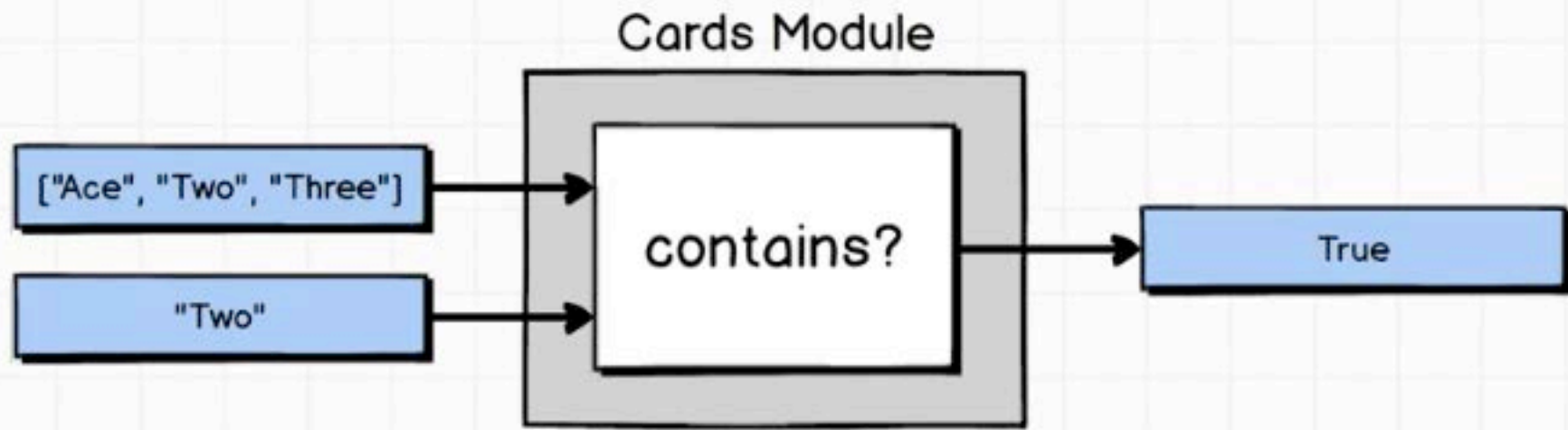
["Ace", "Two", "Three"]

copy list

shuffle list

["Three", "Ace", "Two"]





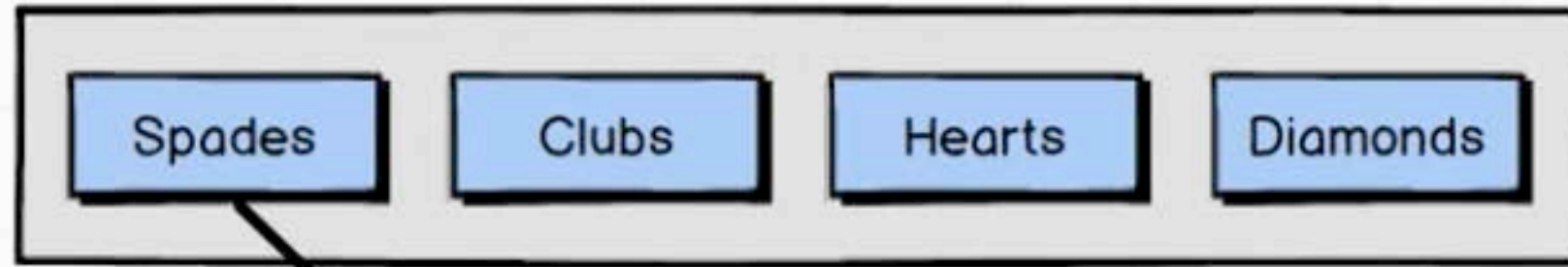
Cards Module



Cards Module



Suits

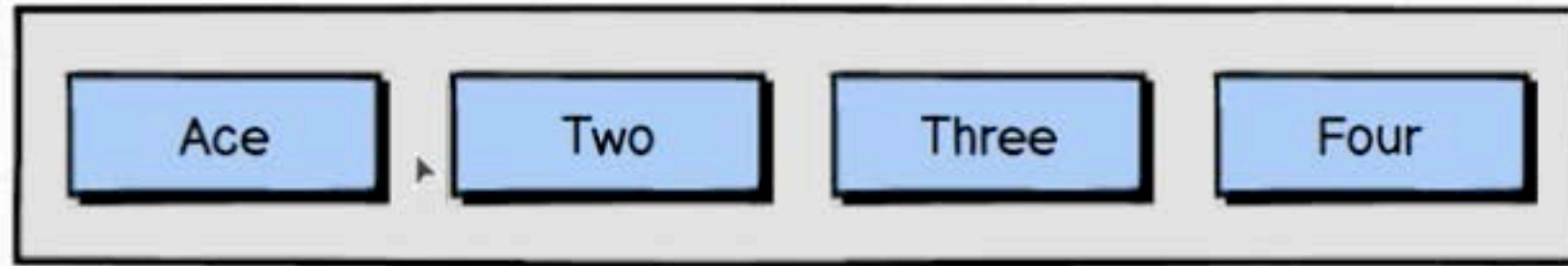


"do" Block

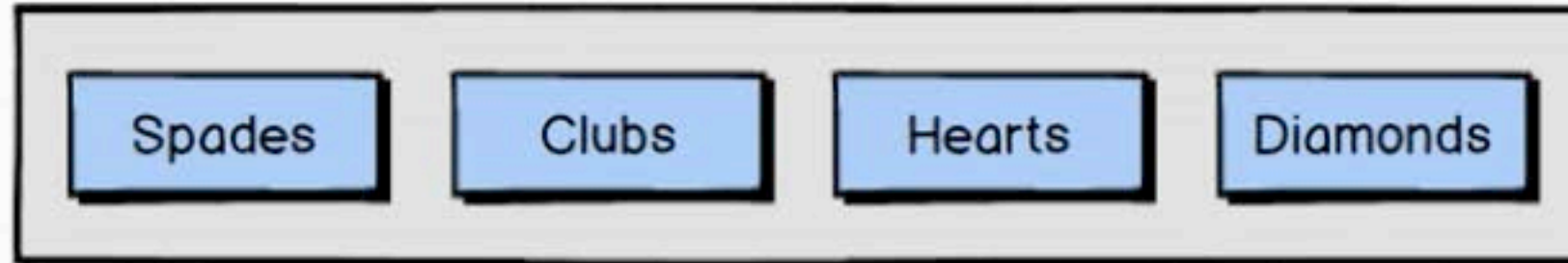


Result from the comprehension

values



suits

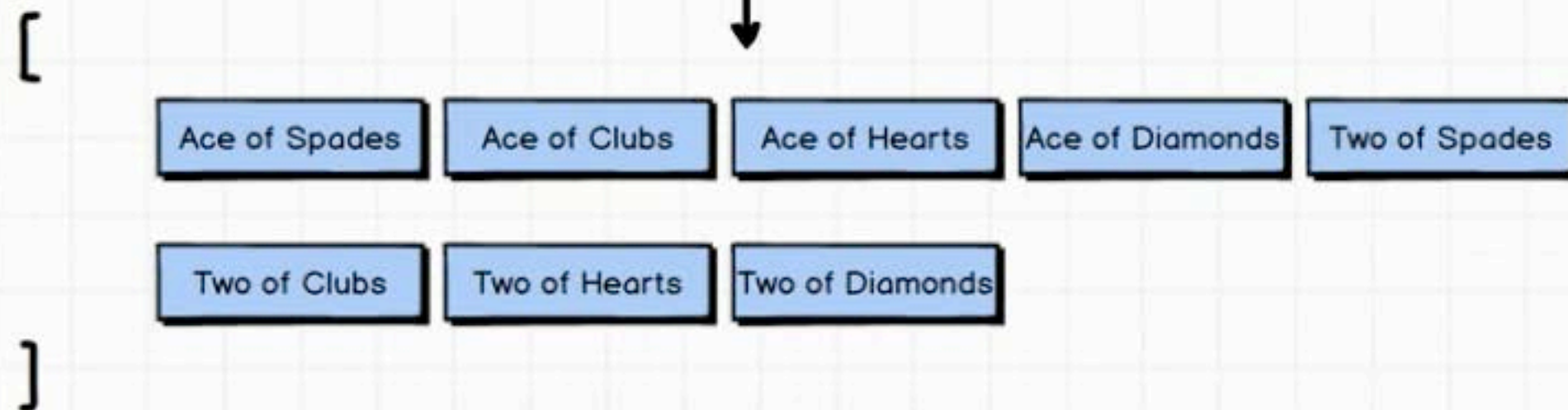
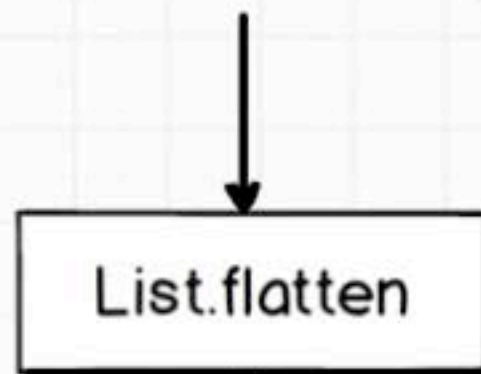


Run for "ace"...



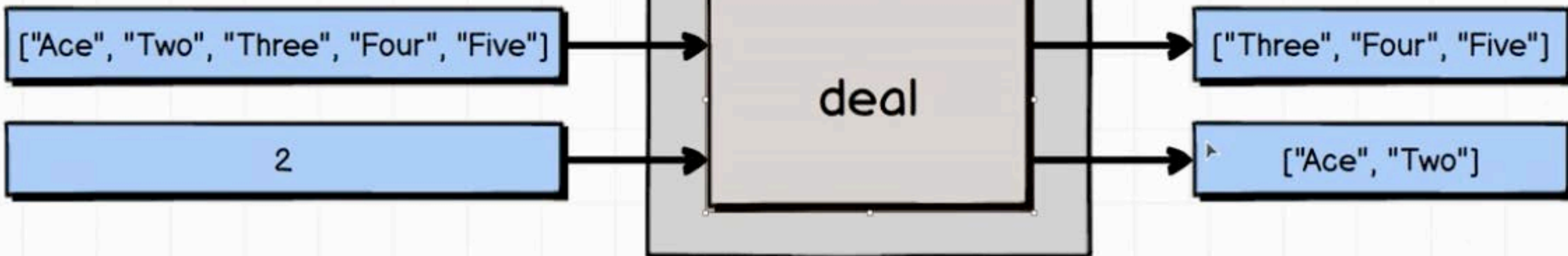
Run for "two"...





```
2 def create_deck do
3   values = ["Ace", "Two", "Three", "Four", "F
4   suits = ["Spades", "Clubs", "Hearts", "Diam
5
6   for suit <- suits, value <- values do
7     "#{value} of #{suit}"
8   end
9 end
10
11 def shuffle(deck) do
12   Enum.shuffle(deck)
13 end
14
```

Cards Module





Sorts the enumerable by the given function

sort_by(enumerable, mapper, sorter \\ <=/2)

Sorts the mapped results of the enumerable according to the `sorter` function

split(enumerable, count)

Splits the `enumerable` into two enumerables, leaving `count` elements in the first one. If `count` is a negative number, it starts counting from the back to the beginning of the enumerable

split_while(enumerable, fun)

Splits enumerable in two at the position of the element for which `fun` returns `false` for the first time

sum(enumerable)

Returns the sum of all elements

take(enumerable, count)

Elixir

v1.3.1



Q search

PAGES

MODULES

EXCEPTIONS

PROTOCOLS

Access

Agent

Application

Atom

Base

Behaviour

Bitwise

Be aware that a negative `count` implies the `enumerable` will be enumerated twice: once to calculate the position, and a second time to do the actual splitting.

Examples

```
iex> Enum.split([1, 2, 3], 2)  
{[1, 2], [3]}
```

```
iex> Enum.split([1, 2, 3], 10)  
{[1, 2, 3], []}
```

```
iex> Enum.split([1, 2, 3], 0)  
{[], [1, 2, 3]}
```

```
iex> Enum.split([1, 2, 3], -1)  
{[1, 2], [3]}
```

14
15
16
17
18
19
20
21
22
23

```
def contains?(deck, card) do
  Enum.member?(deck, card)
end

def deal(deck, hand_size) do
  Enum.split(deck, hand_size)
end
end
```



```
"Ace of Diamonds", "Two of Diamonds",  
"Three of Diamonds", "Four of Diamonds",  
"Five of Diamonds"]  
iex(22)> Cards.deal(deck, 5)  
{["Ace of Spades", "Two of Spades", "Three of Spades",  
  "Four of Spades", "Five of Spades"],  
 ["Ace of Clubs", "Two of Clubs", "Three of Clubs",  
  "Four of Clubs", "Five of Clubs", "Ace of Hearts",  
  "Two of Hearts", "Three of Hearts", "Four of Hearts",  
  "Five of Hearts", "Ace of Diamonds", "Two of Diamonds",  
  
  "Three of Diamonds", "Four of Diamonds",  
  "Five of Diamonds"]}iex(23)> █
```


`Enum.split(deck, hand_size)`

```
graph LR; A["Enum.split(deck, hand_size)"] --> B["{ My Hand , The Rest }"]; C["My hand is always at index 0"] --> B; D["Rest of deck is always at index 1"] --> B;
```

My Hand

The Rest

My hand is always
at index 0

Rest of deck is
always at index 1

```
19 def deal(deck, hand_size) do
20   Enum.split(deck, hand_size)
21 end
22 end
23
24 Cards.deal(deck, 5) # { *hand*, *deck* }
25 Cards.deal(deck, 5) # { hand: [], deck: [] }
26
```