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階段性作業三

C#綜合應用練習

請利用poker\_img資料夾中的撲克牌圖檔寫一發牌程式，將52張撲克牌發給四玩家，每家共13張，並將發牌結果顯示於瀏覽器上。(ps.每次發牌均需為不同結果)

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| 結果畫面截圖：    程式碼：  protected void Page\_Load(object sender, EventArgs e)  {  //弄一副牌出來  string[] poker = new string[52]; //索引值0~51  for (int i = 1; i <= poker.Length; i++)  {  poker[i-1] = i.ToString();  }  //洗牌  Random r = new Random();  int t = 0;  string tmp = "";  for (int i = 0; i < poker.Length; i++)  {  t = r.Next(0, 52);  tmp = poker[i];  poker[i] = poker[t];  poker[t] = tmp;  }  //發牌  string p1 = "", p2 = "", p3 = "", p4 = "";  for (int i = 0; i < poker.Length; i++)  {  switch (i % 4)  {  case 0:  p1 += "<img src='poker\_img/" + poker[i] + ".gif' />";  break;  case 1:  p2 += "<img src='poker\_img/" + poker[i] + ".gif' />";  break;  case 2:  p3 += "<img src='poker\_img/" + poker[i] + ".gif' />";  break;  case 3:  p4 += "<img src='poker\_img/" + poker[i] + ".gif' />";  break;  }  }  //顯示  Response.Write("玩家1:" + p1 + "<br>玩家2:" + p2 + "<br>玩家3:" + p3 + "<br>玩家4:" + p4);  } |

**繳交作業時，請以FTP上傳程式原始檔與本文件檔各一份，原始程式碼請另放置在一個資料夾內。**

※功能須完全完成始得通過※