

Programming Assignment #9&10

Assigned: 11/03/16

Due: 11/17/16

Points: 80

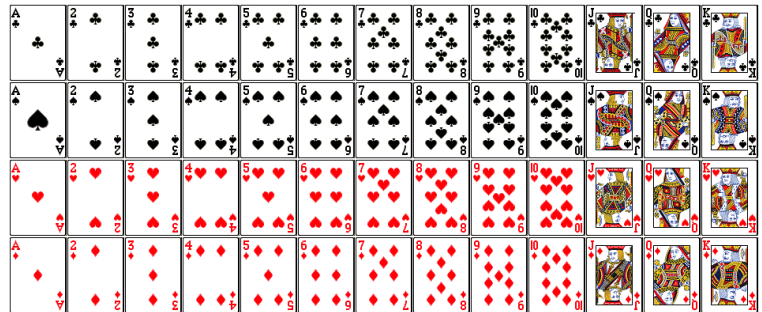
Do a Google search for images using a search term such as: **card deck images sprite**

Download a sprite sheet (.png or .jpg) such as:

Use <http://imagesplitter.net/> to create 52 card images from a sprite sheet

This will download the 52 cards (4 rows x 13 columns) to a .zip file. Extract the files to your site directory, storing them in an images folder.

You should get 52 files as such:



Rename the files to the following AC.png, 2C.png ... JC.png, QC.png, KC.png for Clubs, etc. for Spades, Hearts and Diamonds. Use JavaScript to store references to the cards in an array of String to store a deck of cards. You can use the following scheme to store the cards: "VS", where V is Value and S is suit. For example, AS would be Ace of Spades, 4D would be 4 of Diamonds, QH would be Queen of Hearts, TC would be 10 of Clubs (use T for 10). For face cards, A-Ace, K-King, Q-Queen, J-Jack, T-Ten. The Diamond cards would be 2D, 3D, 4D, 5D, 6D, 7D, 8D, 9D, TD, JD, QD, KD, AD. Initialize the deck String array in the code.

Devise a way to deal 5-card stud into a table or other element horizontally.

Also, implement one other card game (7-card stud, 5 card draw, blackjack, etc.)

Write the HTML and JavaScript to display a UI which allows the user to:

- Press a button to display 5 cards for a 5 card stud game, drawing from the shuffled deck. If you get to the end of the deck, then reshuffle.
- Display text reporting what the results of the deal are including a test for
 1. Pair(s)
 2. Three of a Kind
 3. Full House
 4. Flush
 5. Straight
 6. Straight Flush

Create functions to check for each of the 6 hands, and a function to shuffle, and a function to deal.