

Assignment #4 Part I

(Due Friday, April 8th, 2011 – At 16:00)

In this laboratory, you must complete the classes required to make a video poker game. The actual poker game will be created in Part II of the laboratory, in this part you will code a very simple card game to practice with the classes.

Any card game can be programmed using two C++ classes, `Card` and `Deck`. The header files for these two classes were handed out separately (they are also available on Lea).

Your first task is to code these two classes.

Once you have coded the two classes, create a C++ program that plays the following simple game:

The game has 2 players.

Here is how the game is played.

1. Shuffle a deck of cards
2. While the deck is not empty:
 - a. Deal a card to each player
 - b. Add 2 points to the pot
 - c. Show the cards on the screen
 - d. If the face values of the cards are not equal, give all the points in the pot to the player with the highest card
 - e. If the face values are equal, all points stay in the pot until the next round
 - f. Show the current score, and wait till a key is pressed, then continue
3. When the game is over, if the last round was a tie, give half the pot to each player.
4. Declare a winner.

NOTE: A sample exe is posted on Lea.