Homework 5

100 Points

Classes

Project: A variation of the **Game of 21 - Project 18, Page 808/809**

Write a program that lets the user play against the computer in a variation of the popular blackjack card game. Prompt the user to enter the name of the player, ask the player if they want to try again, ask for another player, and so on. Record all players into an array of Player objects. When done playing, save the array to a file (name it players.txt).

In this assignment you will use two classes: Player (your design) and Die (reuse existing code: see pages 778 – 781). To draw UML diagrams fast you could use UMLet (http://www.umlet.com) // 1Point Extra Credit if you do so.

Compress the source and header files, input and output files (if any), and the report, and **UPLOAD** the compressed file: 22B_LastName_FirstName_H5.zip. Write documentation in the beginning of each source/header file. Write documentation for all functions (stand alone and class member functions). Run the program and save its output as a comment at the end of the source file that contains main().

Grading

Report (Design – UML Diagrams included) -10
Create a project consisting of the following files (// See Examples: Rectangle):

Die.h	-20
Die.cpp	
Player.cpp	
Player.h	
Homework5.cpp	

Player class	-10
Die class	-10
Record all players in an array	-10
Save the array to a file	-10
Play the game	-20
The main() function	-10
Use UMLet to create the UML diagrams	-1 Extra Credit