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階段性作業三

C#綜合應用練習

試寫一撲克牌發牌程式，將52張牌發給四玩家，每家共13張，並利用poker\_img資料夾裡的素材來顯示撲克牌。

(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：  Response.Write("<h3>3-1.試寫一撲克牌發牌程式，將52張牌發給四玩家，每家共13張，並利用poker\_img資料夾裡的素材來顯示撲克牌。(ps.每次發牌均需為不同結果)</h3>");  Response.Write("<hr />");  Response.Write("<h3>1.創建牌組</h3>");  string[] strPoker = new string[52]; //陣列牌盒內容為html:img串所以用string宣告，new運算子用以建立陣列並初始化其預設值。https://docs.microsoft.com/zh-tw/dotnet/csharp/programming-guide/arrays/single-dimensional-arrays  for (int i = 0; i <= 51; i++) { strPoker[i] = (i + 1).ToString(); } //ToString運算子用以數字轉字串，利用for迴圈將值丟入陣列，用以下列邏輯運算叫出牌gif檔案。  for (int i = 0; i < strPoker.Length; i++) { Response.Write("<img src='poker\_img/" + strPoker[i] + ".gif'/>"); }//Length運算子用以取得strPoker的總數量。顯示出所有圖檔。  //Response.Write("<img src='poker\_img/" + poker[i] + ".gif' />");  //xx錯誤寫法詳請參考下鏈結{ Response.Write("<img src='../D:/Desk/Little-donkey/MyWebApplication/ASPnet/HomeWork/後端作業三/poker\_img/1.gif'/>"); }  //http://www.blueshop.com.tw/board/FUM20041006161839LRJ/BRD20091213033633MWJ.html  Response.Write("<hr />");  //////////////////////////////////////////// 洗牌  Response.Write("<h3>2.切牌洗牌</h3>");  Random ranShufflecards = new Random(Guid.NewGuid().GetHashCode()); //宣告一亂數物件，new運算子初始化。http://ksjolin.pixnet.net/blog/post/150115680-%E3%80%90c%23%E3%80%91%E4%BA%82%E6%95%B8%E7%94%A2%E7%94%9F%E6%B3%95  int intCut = 0; //用於放置亂數  string strPorkerbox = ""; //用於放置牌圖字串  for (int intTimes = 0; intTimes < strPoker.Length; intTimes++) //洗52次  {  int intRealtimes = intTimes + 1;  intCut = ranShufflecards.Next(52); //Next傳回一個int數值，其範圍介於 0-2,147,483,6747之間。(52)為0<x<52之間的亂數，並放置於intCut。  Response.Write("第" + intRealtimes + "次洗牌，intCut=" + intCut + "、ranShufflecards.Next(52)=" + ranShufflecards.Next(52) + "、");  strPorkerbox = strPoker[intTimes]; //將inTimes計數器指定之strPoker牌字串，放置於strPorkerbox。  Response.Write("strPorkerbox=" + strPorkerbox + "、strPoker[intTimes]=" + strPoker[intTimes] + "、");  strPoker[intTimes] = strPoker[intCut]; //將亂數指定之strPoke牌字串，放置於inTimes計數器指定之strPoker牌字串。  Response.Write("strPoker[intTimes]=" + strPoker[intTimes] + "、strPoker[intCut]=" + strPoker[intCut] + "、");  strPoker[intCut] = strPorkerbox; //將inTimes計數器指定之strPoker牌字串，轉移到intCut指定之strPoker牌字串。  Response.Write("strPoker[intCut]=" + strPoker[intCut] + "、strPorkerbox =" + strPorkerbox + "。");  Response.Write("<br/>");  }  Response.Write("<hr />");  //////////////////////////////////////////// 發牌  Response.Write("<h3>2.莊家發牌</h3>");  string strPlay1 = "", strPlay2 = "", strPlay3 = "", strPlay4 = "";  for (int i = 0; i < strPoker.Length; i++)  {  switch (i % 4)  {  case 0:  strPlay1 += "<img src='poker\_img/" + strPoker[i] + ".gif'/>";  break;  case 1:  strPlay2 += "<img src='poker\_img/" + strPoker[i] + ".gif'/>";  break;  case 2:  strPlay3 += "<img src='poker\_img/" + strPoker[i] + ".gif'/>";  break;  case 3:  strPlay4 += "<img src='poker\_img/" + strPoker[i] + ".gif'/>";  break;  }  }  Response.Write("<h1>p1</h1>:" + strPlay1 + "<br/>");  Response.Write("<h1>p2</h1>:" + strPlay2 + "<br/>");  Response.Write("<h1>p3</h1>:" + strPlay3 + "<br/>");  Response.Write("<h1>p4</h1>:" + strPlay4 + "<br/>");  Response.Write("<hr />"); |

**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於「完成結果檔」資料夾內。**

※功能須完全完成始得通過※