EECE 2560: Fundamentals of Engineering Algorithms
Department of Electrical and Computer Engineering

Project #2

Part b

Complete the program that allows the user to play the card game *flip*:

1. Add a copy constructor and overloaded assignment operator to the `card` class.

2. Add a destructor to the `deck` class to deallocate the list of cards.

3. Add a function `deal` to the `deck` class that returns the top card in the deck. The card is also removed from the deck.

4. Add a function `replace` to the `deck` class that is passed a `card` as a parameter. The card is placed on the bottom of the deck.

5. Write a global function `playFlip` that plays the game by reading instructions from the keyboard and printing the results to the screen. You should print the top 24 cards and the remaining cards of the deck to the screen. Also, you should print the current hand after flipping a card to the screen. We'll use the information to see if your program is working correctly.