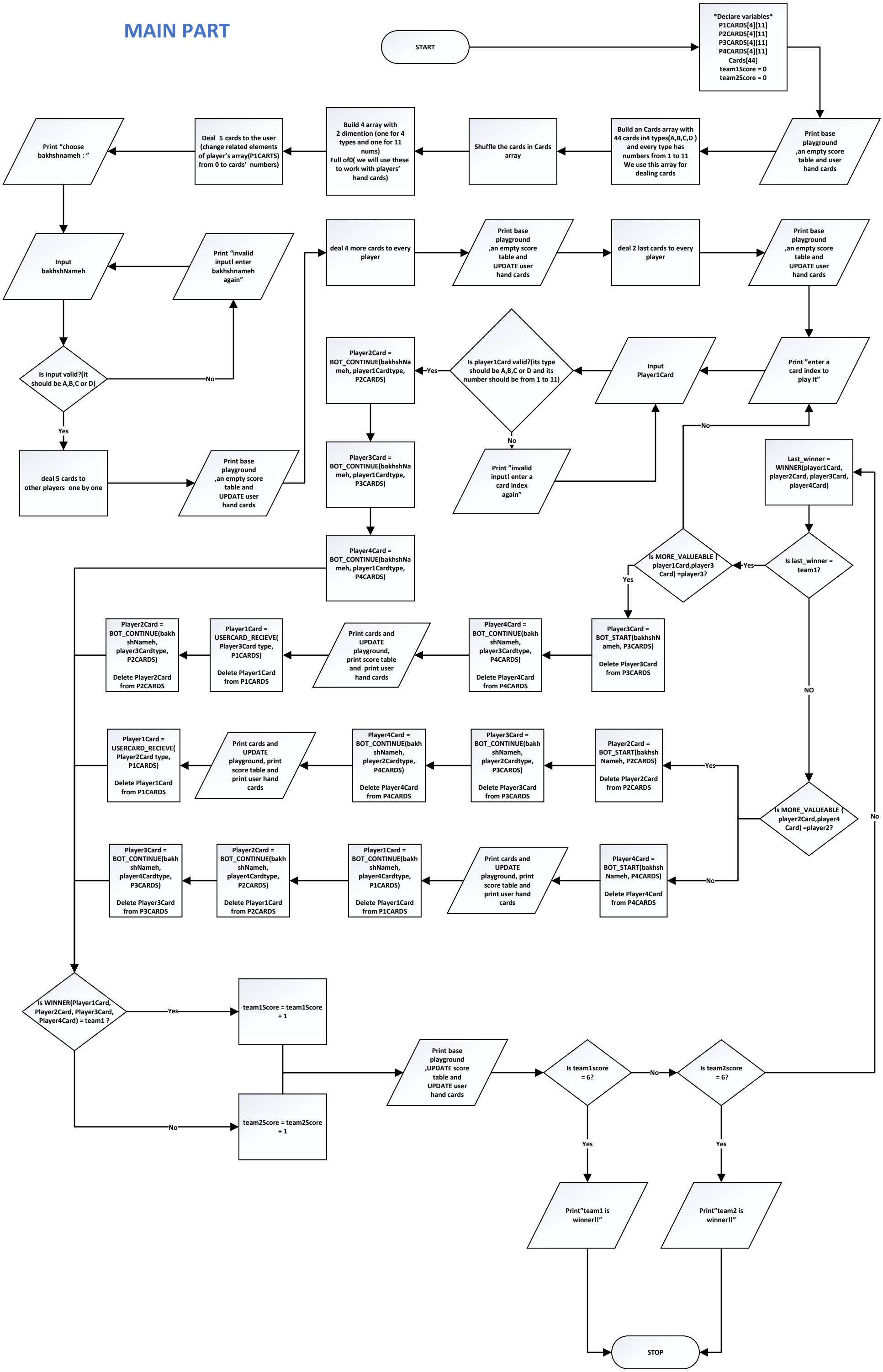
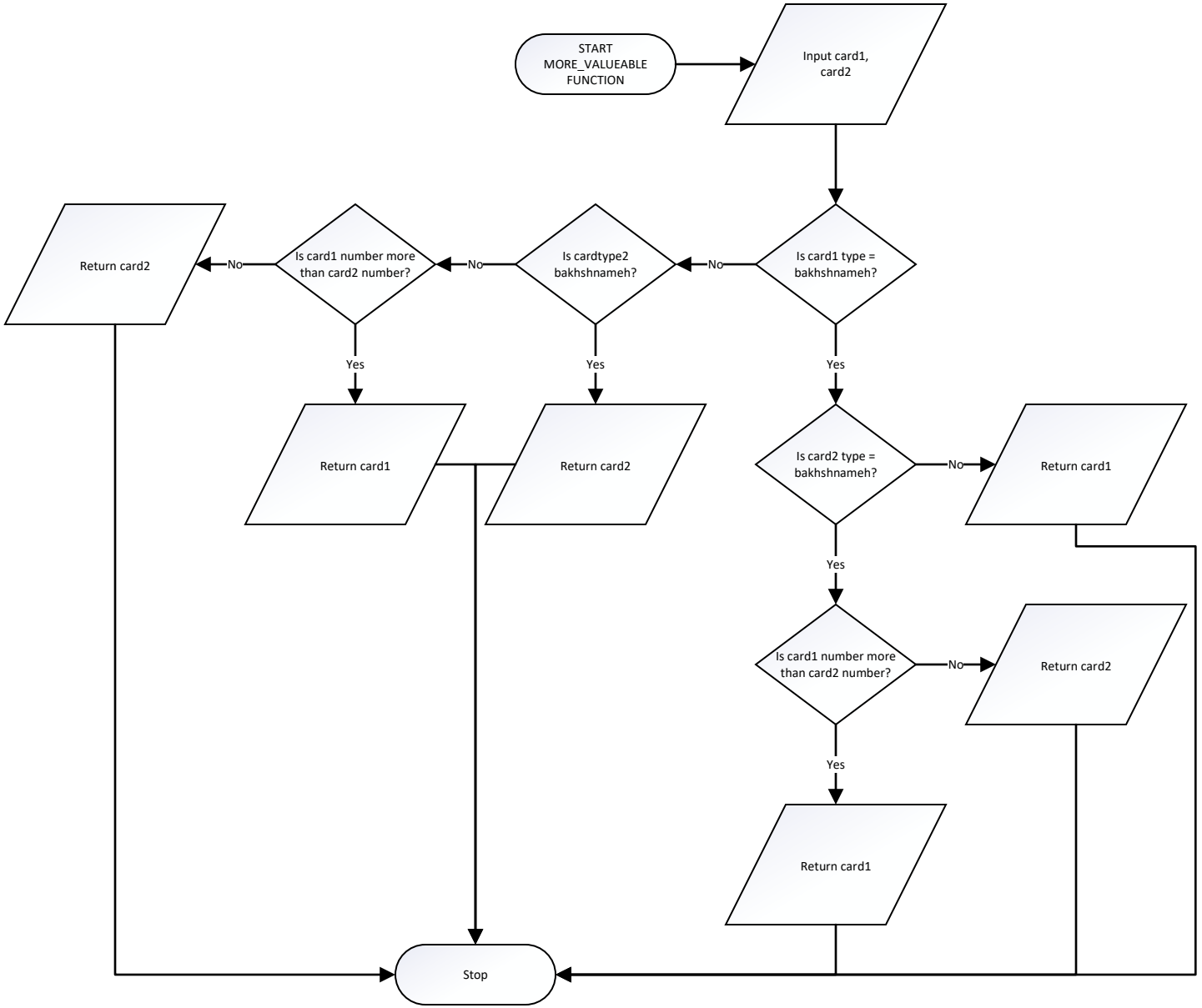
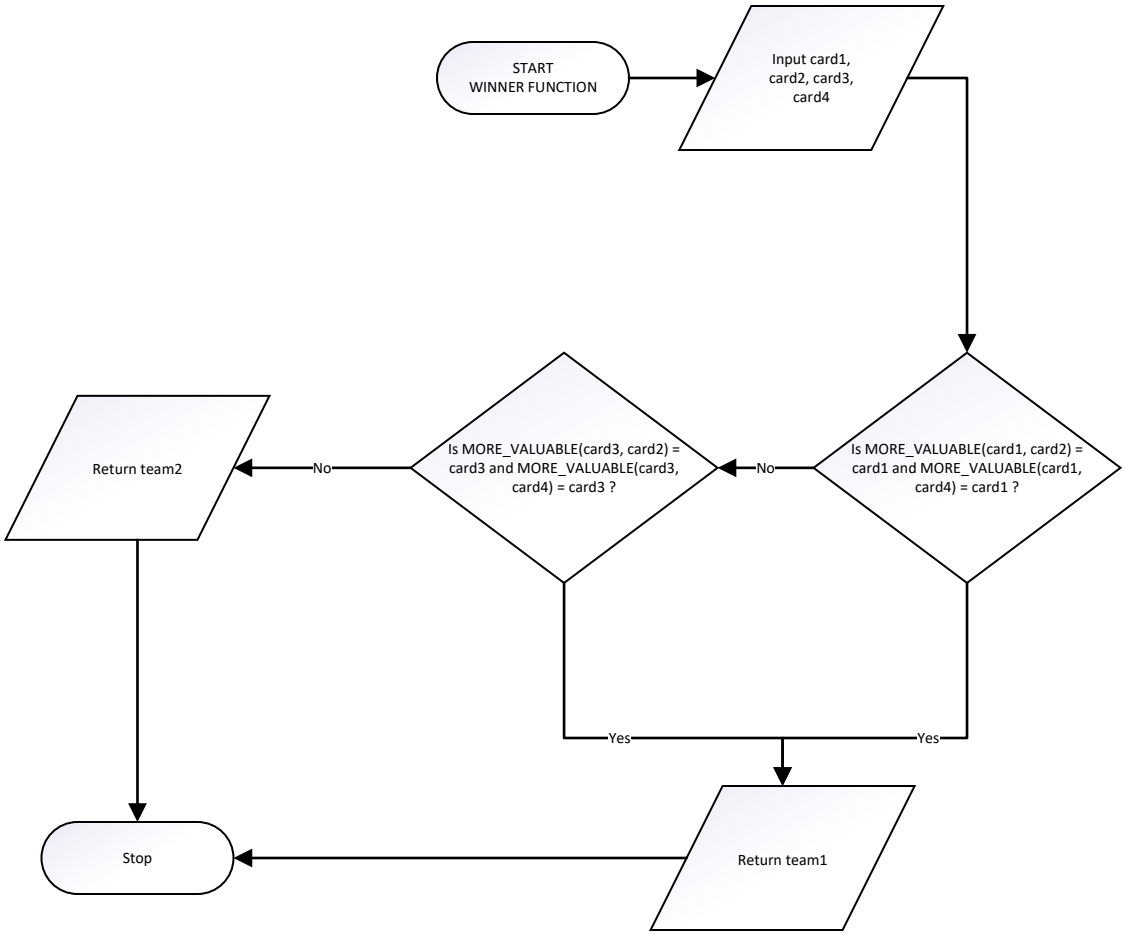
MAIN PART


START
Declare variables
P1CARDS[4][11]
P2CARDS[4][11]
P3CARDS[4][11]
P4CARDS[4][11]
Cards[44]
team1Score = 0
team2Score = 0
Print base playground ,an empty score table and user hand cards
Build an Cards array with 44 cards in4 types(A,B,C,D) and every type has numbers from 1 to 11 We use this array for dealing cards
Shuffle the cards in Cards array
Build 4 array with 2 dimention (one for 4 types and one for 11 nums) Full of0(we will use these to work with players' hand cards)
Deal 5 cards to the user (change related elements of player's array(P1CARTS) from 0 to cards' numbers)
Print "choose bakhshnameh : "
Input bakhshNameh
Print "invalid input! enter bakhshnameh again"
Is input valid?(it should be A,B,C or D)
No
Yes
deal 5 cards to other players one by one
Print base playground ,an empty score table and UPDATE user hand cards
deal 4 more cards to every player
Print base playground ,an empty score table and UPDATE user hand cards
deal 2 last cards to every player
Print base playground ,an empty score table and UPDATE user hand cards
Print "enter a card index to play it"
Input Player1Card
Is player1Card valid?(its type should be A,B,C or D and its number should be from 1 to 11)
Yes
No
Print "invalid input! enter a card index again"
Player2Card = BOT_CONTINUE(bakhshNameh, player1Cardtype, P2CARDS)
Player3Card = BOT_CONTINUE(bakhshNameh, player1Cardtype, P3CARDS)
Player4Card = BOT_CONTINUE(bakhshNameh, player1Cardtype, P4CARDS)
Last_winner = WINNER(player1Card, player2Card, player3Card, player4Card)
Is last_winner = team1?
Yes
Is MORE_VALUEABLE (player1Card,player3 Card) =player3?
Yes
No
Player3Card = BOT_START(bakhshNameh, P3CARDS)
Delete Player3Card from P3CARDS
Player4Card = BOT_CONTINUE(bakhshNameh, player3Cardtype, P4CARDS)
Delete Player4Card from P4CARDS
Print cards and UPDATE playground, print score table and print user hand cards
Player1Card = USERCARD_RECIEVE(Player3Card type, P1CARDS)
Delete Player1Card from P1CARDS
Player2Card = BOT_CONTINUE(bakhshNameh, player3Cardtype, P2CARDS)
Delete Player2Card from P2CARDS
NO
Is MORE_VALUEABLE (player2Card,player4 Card) =player2?
Yes
No
Player2Card = BOT_START(bakhshNameh, P2CARDS)
Delete Player2Card from P2CARDS
Player3Card = BOT_CONTINUE(bakhshNameh, player2Cardtype, P3CARDS)
Delete Player3Card from P3CARDS
Player4Card = BOT_CONTINUE(bakhshNameh, player2Cardtype, P4CARDS)
Delete Player4Card from P4CARDS
Print cards and UPDATE playground, print score table and print user hand cards
Player1Card = USERCARD_RECIEVE(Player2Card type, P1CARDS)
Delete Player1Card from P1CARDS
Player4Card = BOT_START(bakhshNameh, P4CARDS)
Delete Player4Card from P4CARDS
Print cards and UPDATE playground, print score table and print user hand cards
Player1Card = BOT_CONTINUE(bakhshNameh, player4Cardtype, P1CARDS)
Delete Player1Card from P1CARDS
Player2Card = BOT_CONTINUE(bakhshNameh, player4Cardtype, P2CARDS)
Delete Player1Card from P2CARDS
Player3Card = BOT_CONTINUE(bakhshNameh, player4Cardtype, P3CARDS)
Delete Player3Card from P3CARDS
No
Is WINNER(Player1Card, Player2Card, Player3Card, Player4Card) = team1 ?
Yes
No
team1Score = team1Score + 1
team2Score = team2Score + 1
Print base playground ,UPDATE score table and UPDATE user hand cards
Is team1score = 6?
No
Is team2score = 6?
Yes
Yes
Print"team1 is winner!!"
Print"team2 is winner!!"
STOP

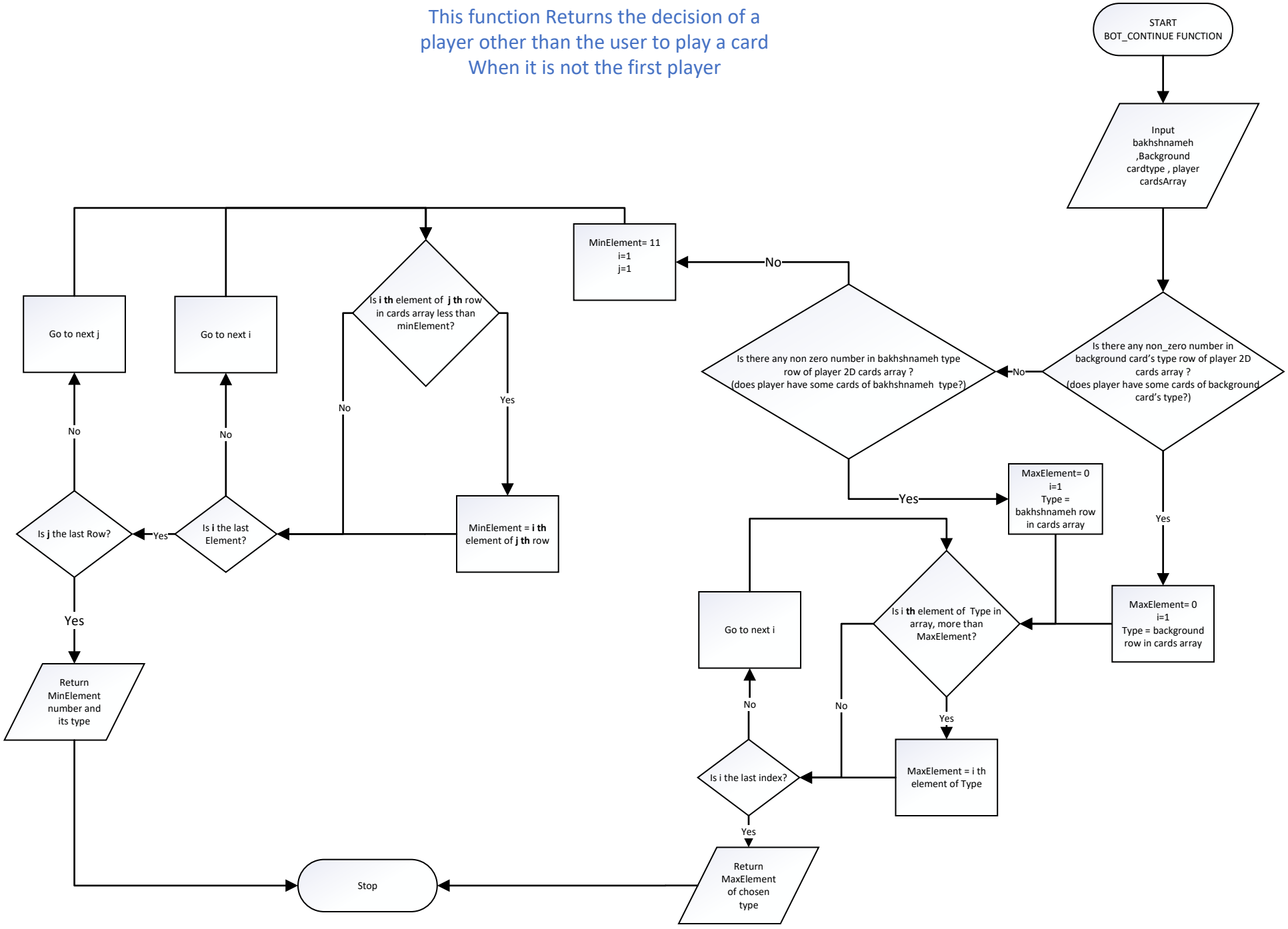
Finding more valuable card function



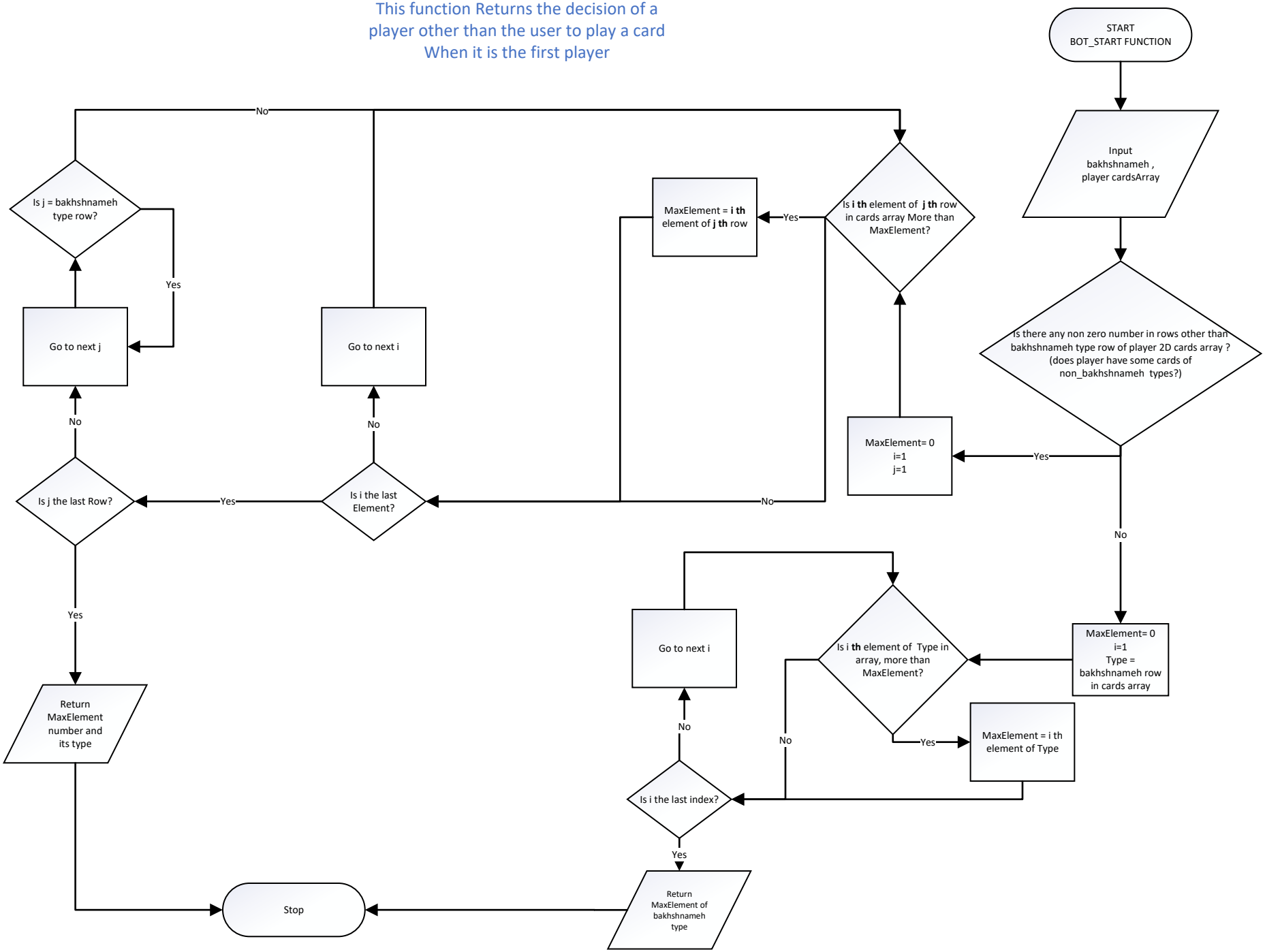
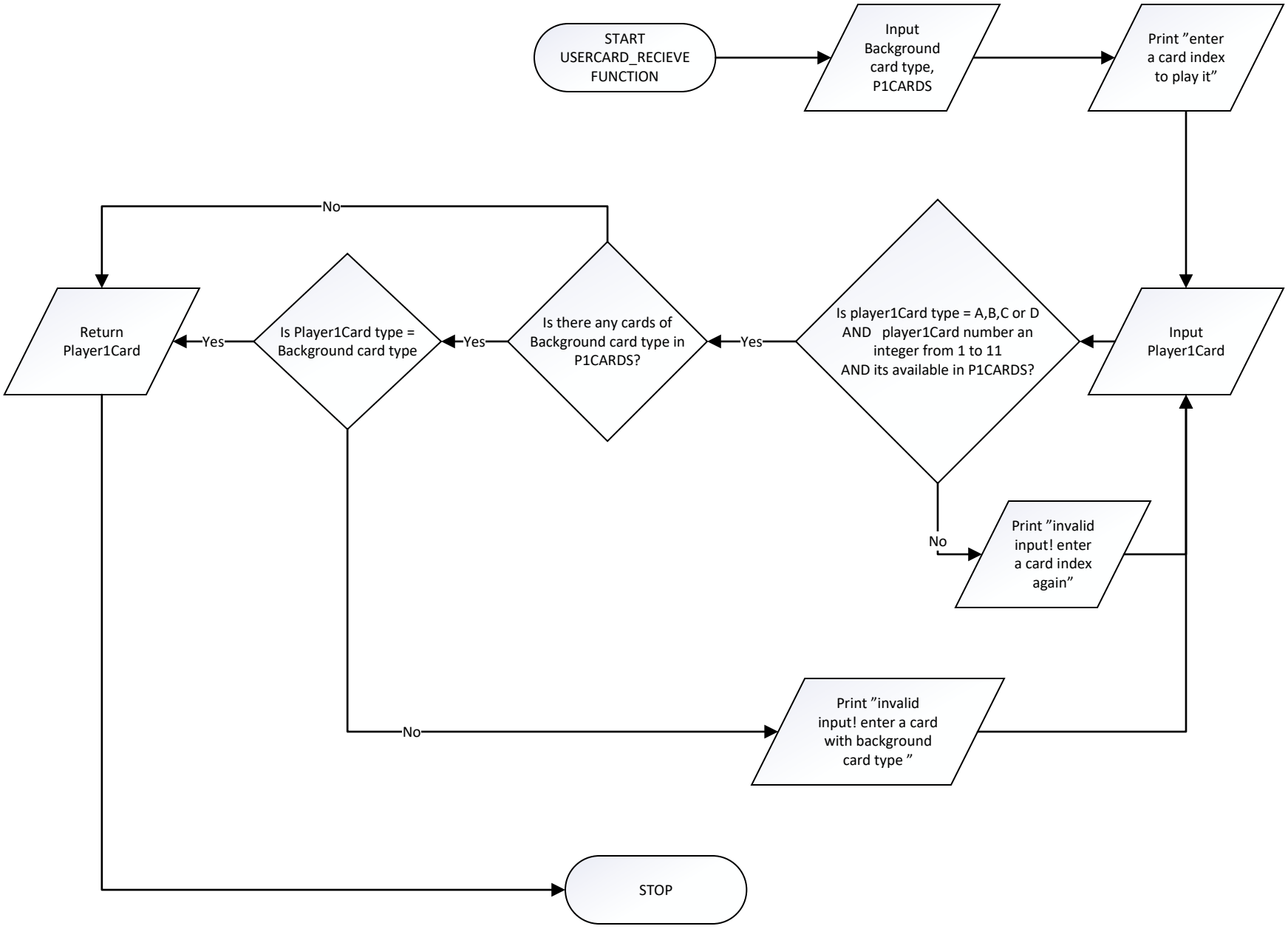
Finding the winner team function



This function Returns the decision of a player other than the user to play a card When it is not the first player



This function Returns the decision of a player other than the user to play a card When it is the first player



Receive user's card function