

Q&A:

- Values of K: We will only test $k = 2 \dots 7$
- Rule 1: There are K ... alternate being dealer. What does it mean by "alternate being dealer"? What we see is the entire rule of the game. For the purpose of our HW, we don't need to worry about it.
- What if K does not exactly divide 52?
It is alright that some players have one more card than others in the beginning.
- Rule 7: At the end of each battle, the winner will take all cards on the table as well as cards from any hand that has less than 5 cards.
- Rule 7: In case of a tie, each player involved in the tie-breaker will place two additional cards on the table, and the second card will be used to determine the outcome of the battle. The process will be repeated if the tie continues. If during such a tie-breaking process, a player involved in a tie-breaker runs out of cards, the player will lose.
- Can I use STL containers? Yes, you can use any STL container that suits your design.
- Can I just print the results to console? No, you have to print it to a file, named data1.txt . (If your program has an infinite loop, the file can grow extremely large. Just be more careful.)
- Consider the case of 5 players. if dealer is player 2, player 3 will receive the first card. The sequence will be 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 ...
- What will happen if some players continue to tie and run out of cards at the same time? How to select winners? Just randomly pick one as the winner. (This case probably will never really happen.)