

main

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Created on May 2021

Purpose: CSC-17A Spring 2021 Project 1

System Libraries

iostream
fstream
iomanip
stdlib.h
time.h
unistd.h

User Libraries

none

Global Constants

```
const string suit[4] = {" of Clubs", " of  
Hearts", " of Spades", " of Diamonds"}  
const string face[13] = {"Ace", "Two",  
"Three", "Four", "Five", "Six", "Seven",  
"Eight", "Nine", "Ten", "Jack", "Queen",  
"King"}  
unsigned const int ms = 1000000
```

Global Variables

LastGame lastGame;
PlayerData pd;

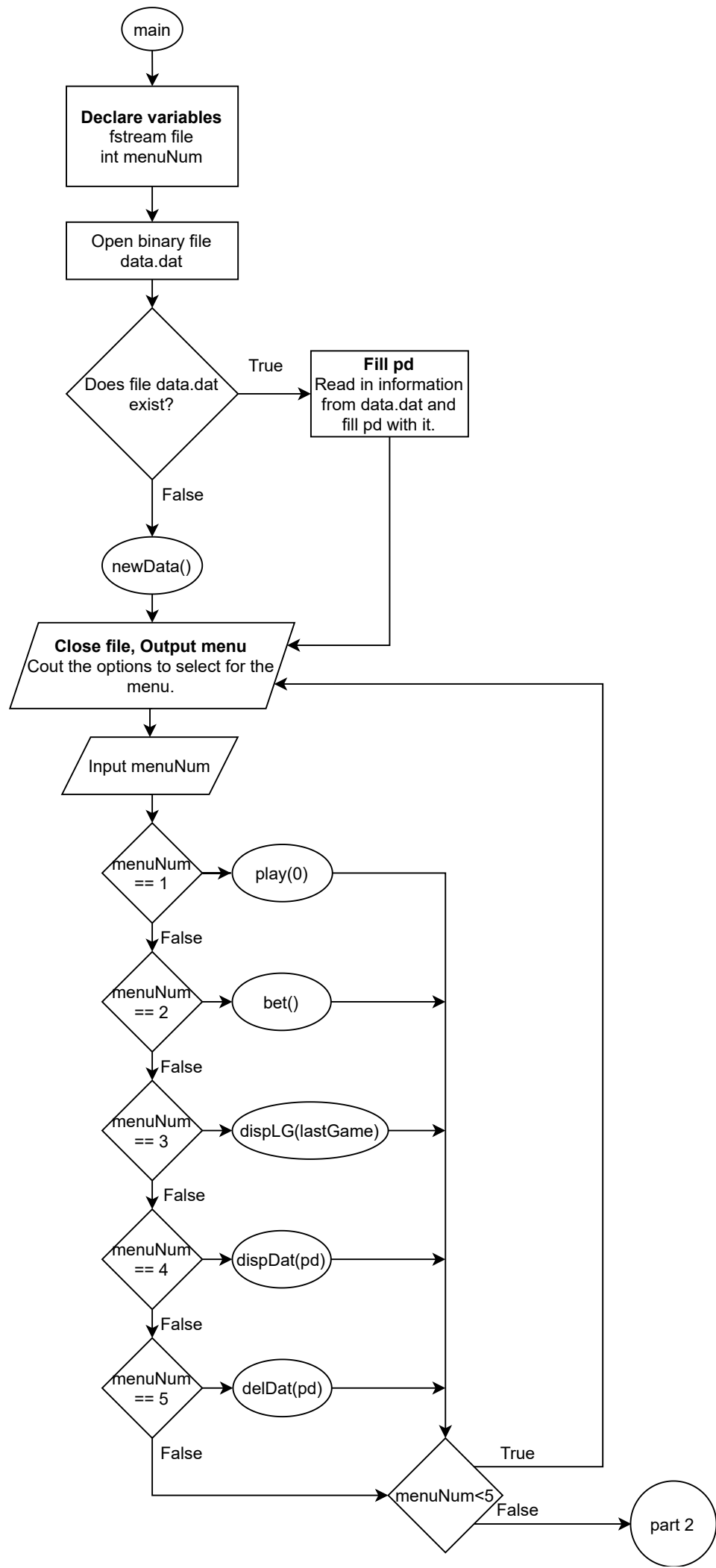
Function Prototypes

```
void play(bool mode)  
float bet()  
string drwCard()  
int cardVal(string strCard)  
void clear()  
void dispLG(LastGame l)  
bool repeat(int o, string card, string  
*outCard)  
LastGame fillDat(Hand p, Hand d, int  
pScore, int dScore)  
PlayerData newData()  
void dispDat(PlayerData pd)  
void delDat(PlayerData pd)
```

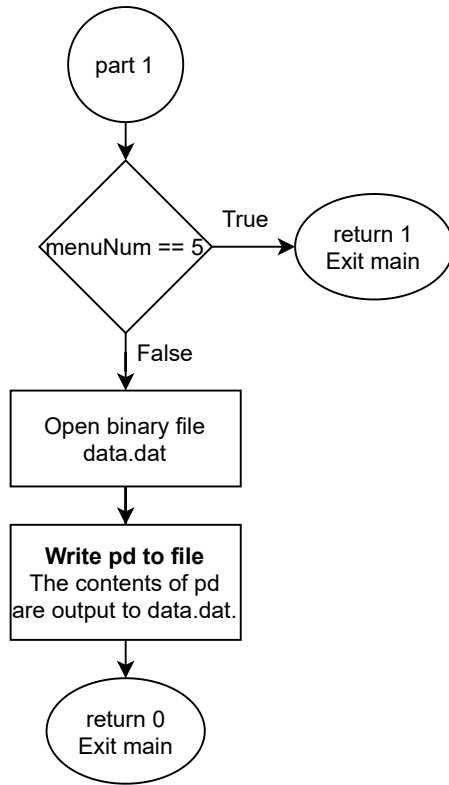
Structures

```
struct Hand  
struct LastGame  
struct PlayerData
```

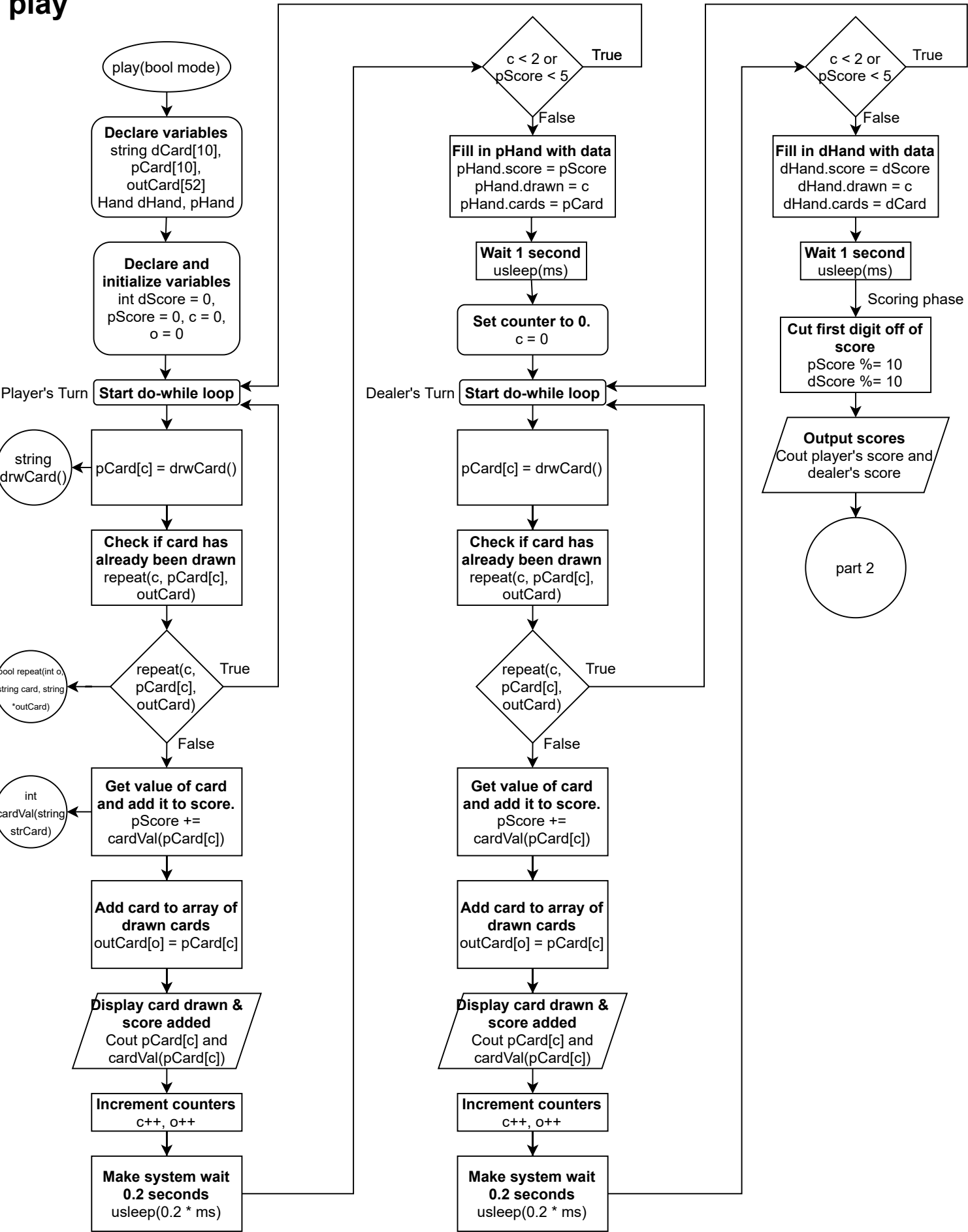
main



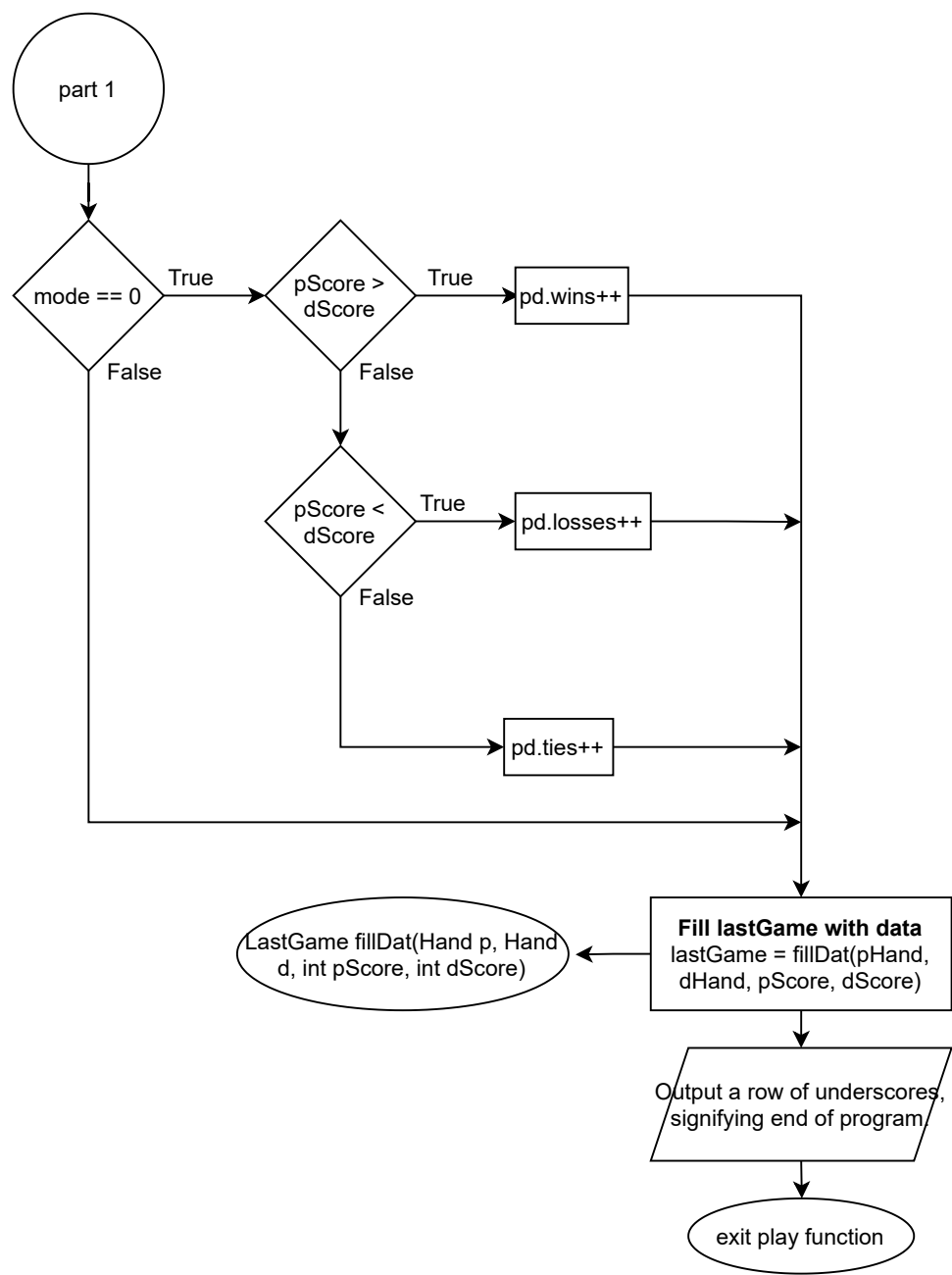
main - part 2



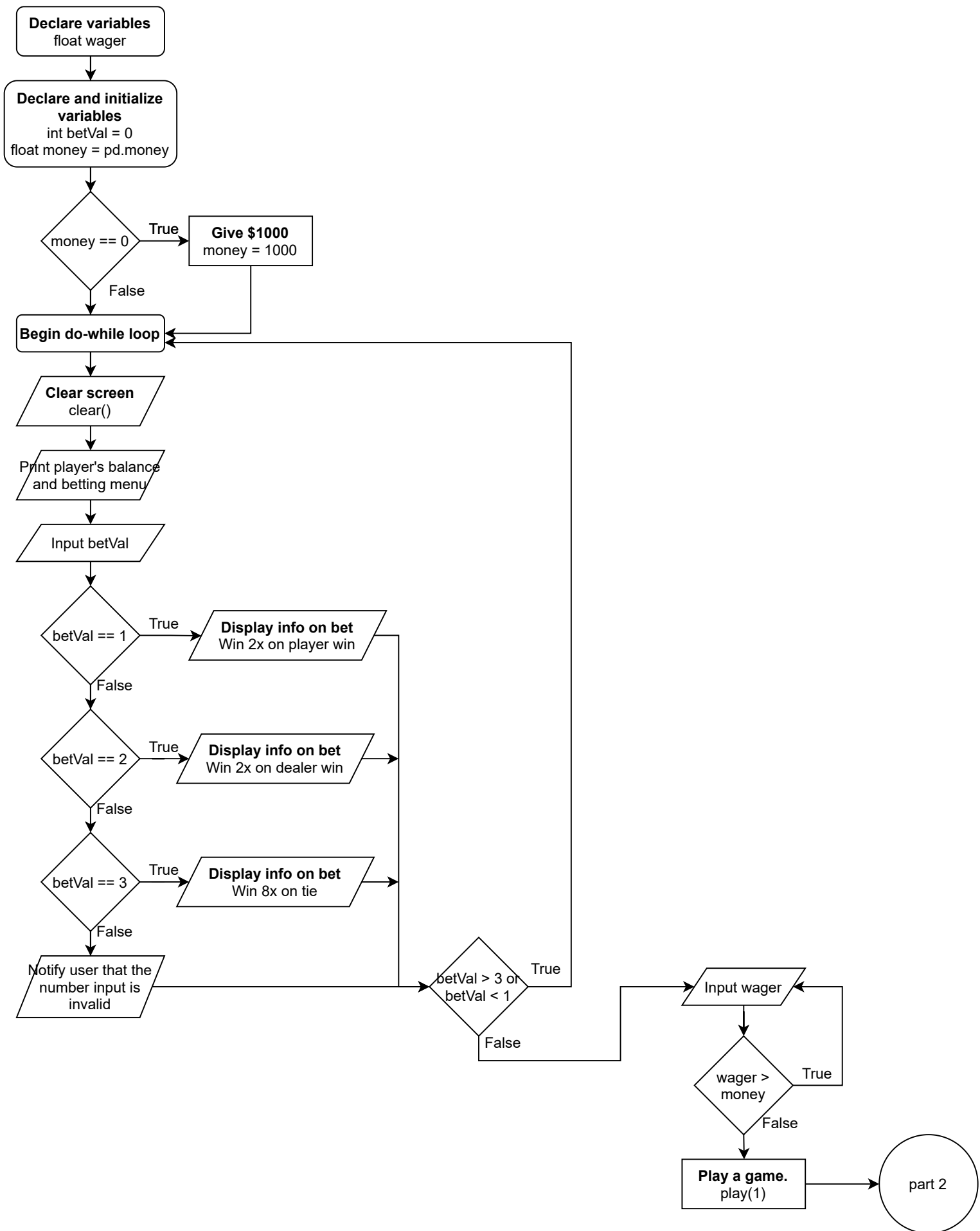
play



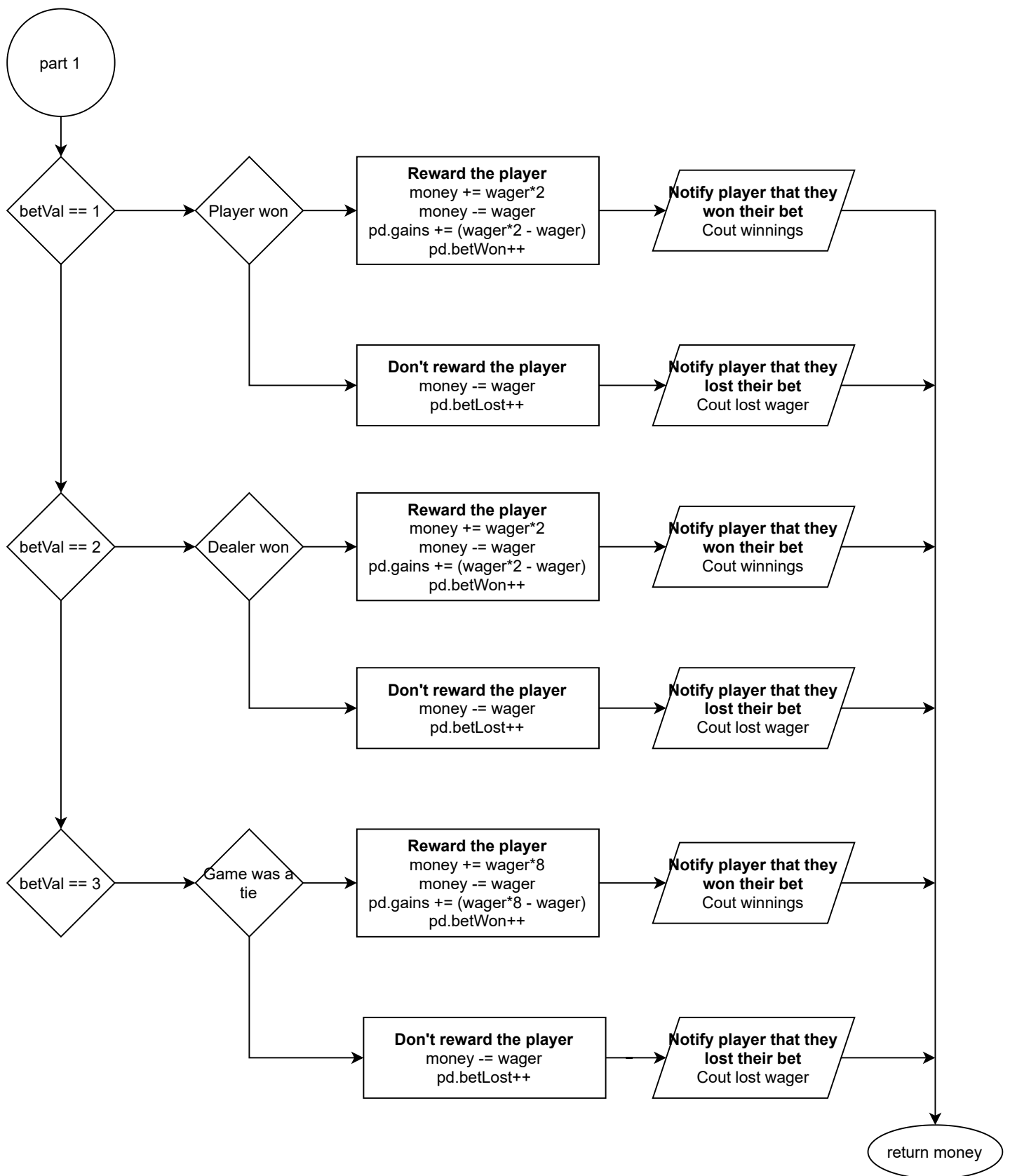
play - part 2



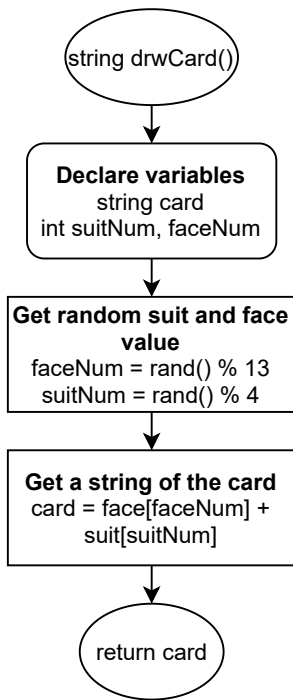
bet



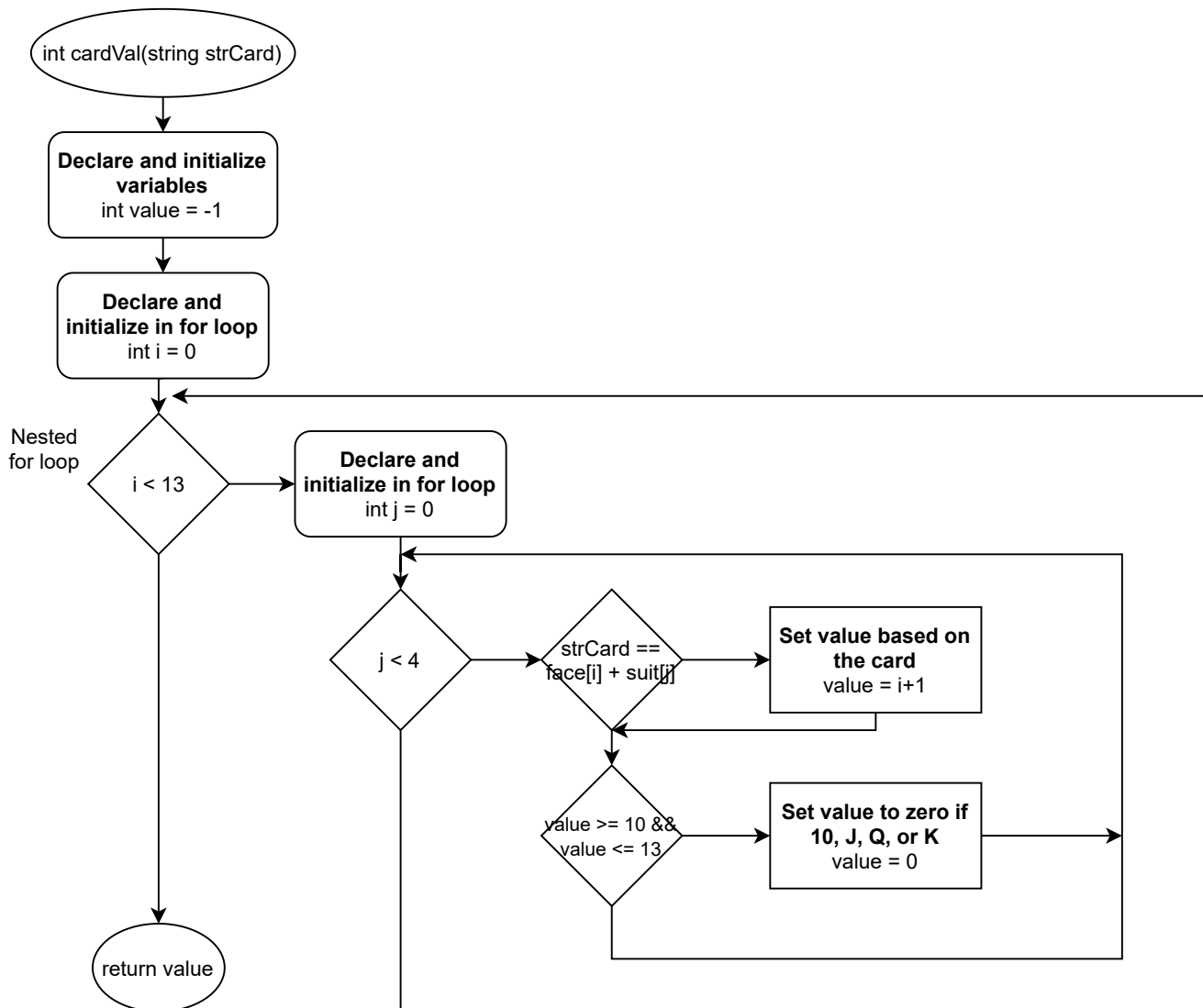
bet



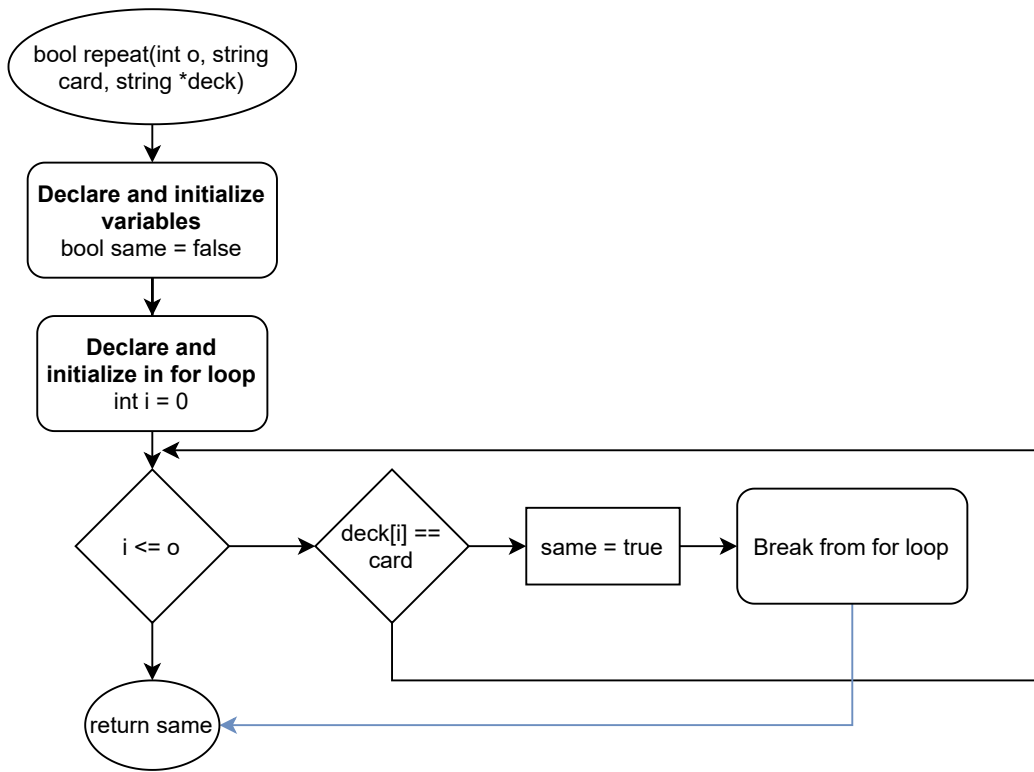
drwCard



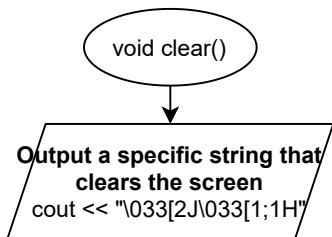
cardVal



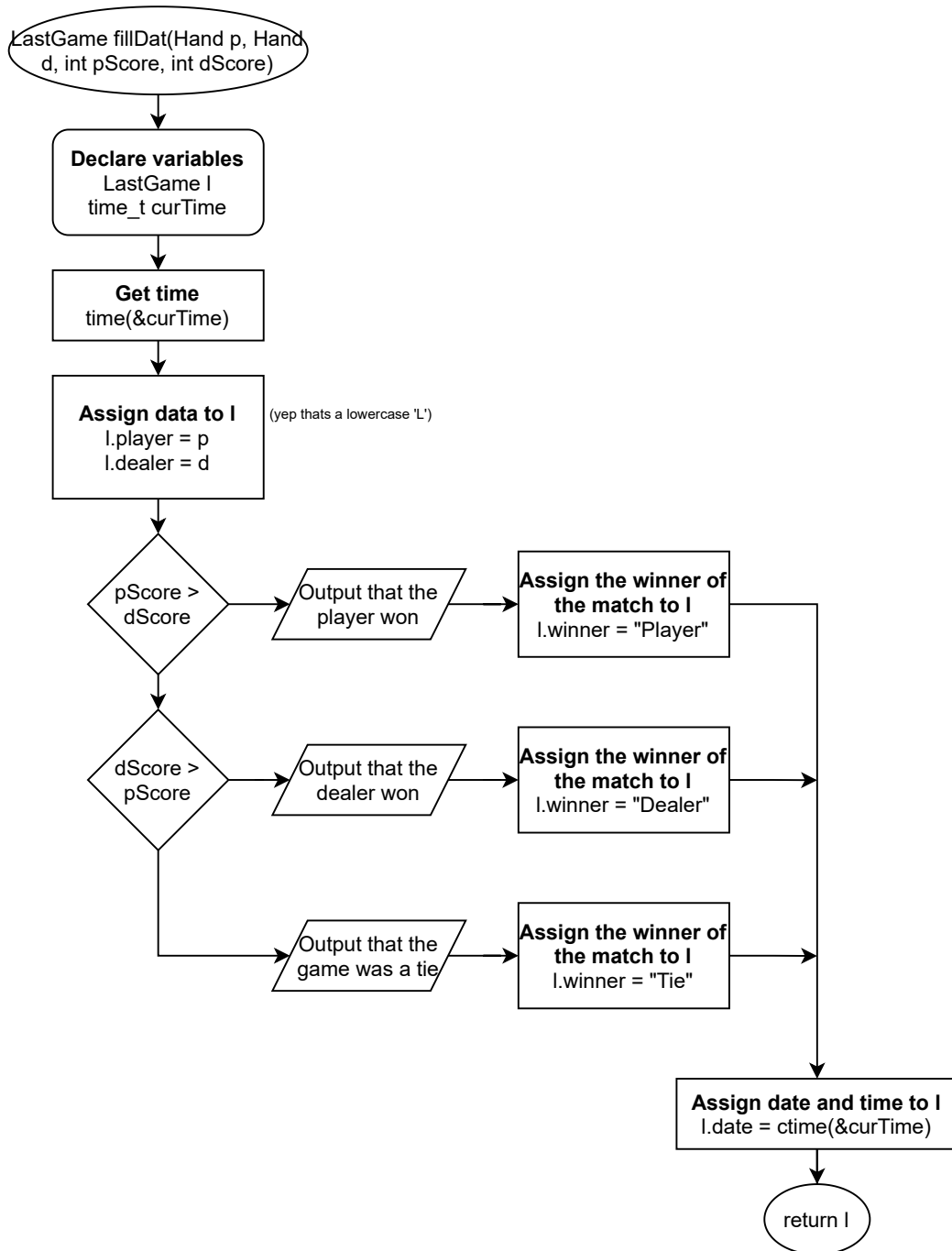
repeat



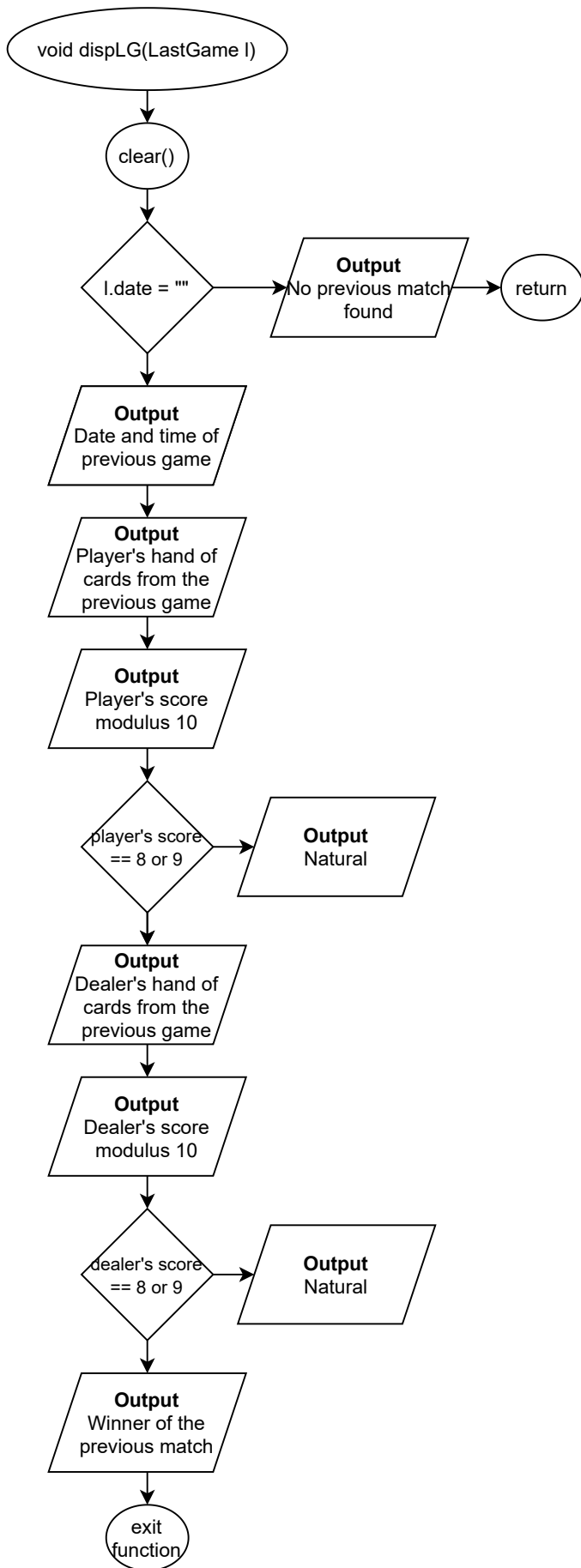
clear



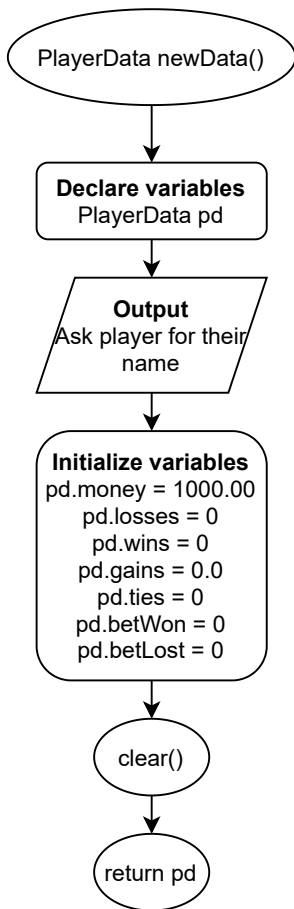
fillDat



dispLG



newData



dispDat

