

### The purpose of each file in our repository

- 1) card\_game.py : The purpose of this file is to implement a card game “Injera Bewatt”.
- 2) card\_deck.txt : The purpose of this text file is to help us know what cards are in the deck of playing cards, including four suits(hearts, clubs, spades, and diamonds) as well as the values ranging from 2 to Ace. These cards are then used in the implementation of the card\_game.py file.

### How to run our program from the command line

Our program takes a single command line argument, which is the names of the players. It is suggested to provide between 2 and 5 names. Here is an example of how to run our program (on windows, you would use ‘python’ instead of ‘python3’):

```
python3 card_game.py Player1 Player2 Player3
```

### How to use our program and interpret the output

Our program is a card game that matches the card the player has with the cards in the middle. If there is a number or letter in the beginning (Queen of hearts, 3 of clubs) that matches with any of the cards in the middle, that card is added to their home. At the end, the one with the most cards in their home wins.

### Attribution Chart

Method/function	Primary author	Techniques demonstrated
Deck Function	Alisha	With statement
Game Class __init__	Alisha	Optional parameter
Game class play_game	Hanan	Use of a key function (lambda)
Table class __str__	Hanan	__str__ magic method (informal representation)
parse_args	Lima	ArgumentParser class
Card class __str__	Lima	F-strings containing expressions
Card class card_value_suit	Yasmin	Regular expressions
Card class card_name	Yasmin	Sequence unpacking
Table class __init__	Rida	List comprehension
Game class table method	Rida	Composition of two custom classes