

Refactor:

Extracting the functions didn't take much work other than trying to figure out where each case started and ended. After I was able to figure out where the function ended I just copied the section of code into a new function above cardEffect. Some of the function required a int to be returned so those that required that got an int returned and the rest I left as a void. In place of the old code in the cardEffect function I just put the new function I had made and sent it all the same stuff the cardEffect took in, as well as any other variables they needed.

Bugs:

As for bugs smithy got a simple one where the for loop is messed up so it only pulls two cards. Adventurers first while loop has a greater than rather than a less than. This will either cause an endless loop or exit early. Mine the card stored for trash will be choice 2 instead of choice one. Remodel will discard the first card it comes to, in the for loop it is a not equals instead of equals. In baron the iterator for the hand is set to 1 instead of 0 which may result in a program crash.