

Bridge Game Simulator Ver 1.0

NTNU CSIE 41047033S 洪軾凱 Data Structure HW7

```
g++ --std=c++14 main.cpp card.cpp  
./a.out
```

GitHub: <https://github.com/skyhong2002/bridge-game-sim>

Guide

- 1 to generate a n-card deck to a new player randomly.
 - 2 to print one suit from the deck in order.
 - 3 to print one suit from the deck in opposite order.
 - 4 to print one suit from the deck in size order.
 - 5 to delete a card from the deck.
 - 9 to play bridge!
 - 0 to exit.
- Don't forget to press the return button owo