

Siete y medio: PIC 10C Assignment 1 – Git

Project description

The goal of this project is to learning how to use Git version control by coding a program that plays the game, *siete y medio*, against the user. For a full description of this particular version of the game, please visit <http://pic.ucla.edu/~rsalazar/pic10c/assignments/hw1/index.html>.

Test case

The current version of the program does compile but does not function correctly. Below is the output from a test run, followed by a list of problems that need to be fixed.

1 Test case output

```
-----Menu-----
Start a new game (press 1)
View history (press 2)
Exit (press 3)
-----
Please enter your answer here: 1

Starting fund: 100 pesos
Please enter the amount you would like to bet: 20

Draw a card? (y/n): y
You have drawn Rey de bastos      (King of clubs)
You currently have 0.5 points

Draw a card? (y/n): y
You have drawn Tres de espadas    (Three of spades)
You currently have 4 points

Draw a card? (y/n): y
You have drawn Rey de bastos      (King of clubs)
You currently have 8 points

Draw a card? (y/n): y
You have drawn Tres de oros       (Three of coins)
You currently have 15 points

Draw a card? (y/n): n
House advantage! You lose...
Draw a card? (y/n): n
House advantage! You lose...
Draw a card? (y/n):
```

2 List of problems

- (1) The tally of current total is completely incorrect. I will need to modify the function `double Hand::get_total()`.
- (2) The program does not stop asking if the user would like to draw a card even when the user has already burst. The program also gets stuck after giving the result of the current

- round. I will need to fix the logic of the loops in siete-y-medio.cpp.
- (3) I have not yet written code that writes information into gamelog.txt

Note

The two additional things I chose to learn about Git are .gitignore (commits 4b88847 to cd88f13) and cherry-picking (commit 10bf88b). Both of them worked!