***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!