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```
import Cards

fourConstraint hand | hand == x++y:z & map rank (x++z) == [r,r,r,r]
                    = r
                    where x,y,z,r free

isFour hand = putStrLn (if sorry then "Sorry" else "Four "++(show rank))
              where score = findall (\r -> fourConstraint hand == r)
                    sorry = score == []
                    rank = head score

-- testYes = [(Card Six Club),(Card Six Spade),(Card Five Heart),
--           (Card Six Heart),(Card Six Diamond)]
-- testNo  = [(Card Six Club),(Card Ace Spade),(Card Five Heart),
--           (Card Ace Club),(Card Six Diamond)]

-- fourConstraint testNo => no solution
-- fourConstraint testYes => Six

-- isFour testNo  => Sorry
-- isFour testYes => Four Six
```