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25 May 2017

CS-172-C, Lab Section 063

Homework 4 System Manual

System Manual

- `int war(deck & p1deck, deck & p2deck, int & i);`
 - this function helps to WAR (which is a recursion function)
 - both players draw 2 new cards to top of deck, first card placed down, 2nd card face up
 - output player 1/2 face up (2nd) cards to compare
- `void createDeck(deck & cards);`
 - function to create deck with 52 cards
- `void announceWinner(deck & p1deck, deck & p2deck);`
 - function to announce a winner if someone doesn't have enough cards
- `void deck::shuffle();`
 - function to shuffle deck
- `int deck::numberOfCards() const;`
 - function to return number of cards left
- `card deck::returnCard();`
 - function to deal card
- `deck deck::returnDeck(deck & cards, int n);`
 - function to return deck
- `void deck::addCard(card card);`
 - function to add card
- `card::card(Suit suit, Rank rank);`
 - create a card with suit and rank
- `Rank card::getRank() const`
 - function to return rank
- `Suit card::getSuit() const;`
 - function to return suit

- ostream & operator<<(ostream & os, const card & card);
 - overload output operator <<
- bool operator==(const card & a, const card & b);
 - overload comparison operator ==
- bool operator<(const card & a, const card & b);
 - overload comparison operator <
- bool operator>(const card & a, const card & b);
 - overload comparison operator >