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CS 202-Lab 1004

PA8

4/1/15

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For this week’s programming assignment the objective was to reinforce my knowledge of overloaded operators and review constructors and destructors. We were given a completely new project this week, so the design had to start from scratch. This game is a 5 card poker game that allows 2-8 players at a time. I wrote my own player and card file and my program reads both of those in at the beginning of the program. It only reads in as many players into the player array as the user inputs. From there it reads in all the cards and puts them into a cars array.

I can print the cards that I read in from the file as the unshuffled deck, but I run into some problems when I try to shuffle the deck. I know how I want to shuffle the deck, but the compiler doesn’t like how I want to do it. I was thinking about making it a member function so that it could access all the private data members, but I don’t think that the project allowed that or even if I could do it. Since I can’t shuffle the cards, I can’t deal them or I could deal an unshuffled deck, but that doesn’t make any sense. I was able to write the compare functions, but I wasn’t sure how I was supposed to implement them in the main since there are two ways, so I just choose one.

If I had more time I would fix the shuffle function and also get a deal function working. I’ll definitely have time this weekend to look at it and try to get it working for next week’s project cause I’m sure we need it.