Tyson Welt
20th Feb 2015
CS 162
ASS 3

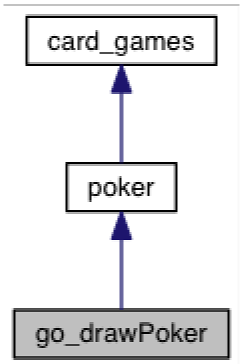
- Understanding the problem. (Recognizing what is asked.)
- Devising a plan. (Responding to what is asked.)
- Carrying out the plan. (Developing the result of the response.)
- Looking back. (Checking. What does the result tell me?)

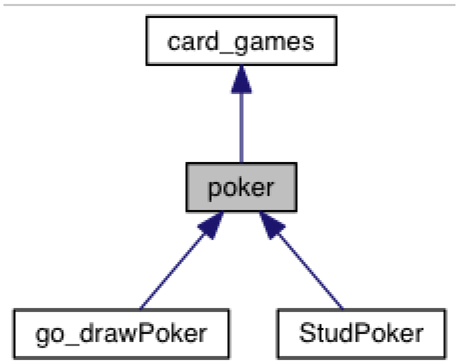
Problem -

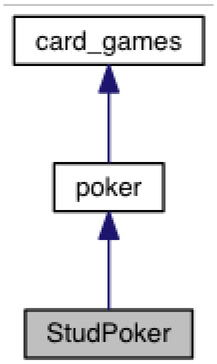
- Create a program to play poker.
    - Stud
    - Five Card Draw
        - Five Cards initially
        - BET.
        - REDRAW.
        - BET AGAIN
        - RANK
        - POT AWARD
- Poker Class
    - Ranked hands.

      1. high card (highest value card)
      2. one pair (2 cards of same rank
      3. two pair
      4. three of a kind (3 cards of same rank)
      5. straight (5 numbers/rank in a row)
      6. flush (5 cards with all the same suite)
      7. full house (3 cards of same rank and 2 cards of same rank)
      8. four of a kind (4 cards of same rank)
      9. straight flush (5 numbers in a row with same suite)
    - Split pot vs full pot.
    - Repeat game option.

Planning -







POKER:

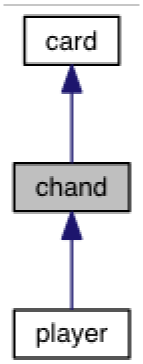
Public Member Functions

void	**mkdeck** ()
card	**draw** ()
void	**deal** (int)
void	**bets** ()
void	**addpot** (int chips)
int	**getpot** ()
void	**print** ()
int	**winner** ()
void	**printchips** ()
void	**newgame** ()
void	**drawcards** ()
bool	**isStraight** (vector< **card** > &job)
void	**SortRank** (vector< **card** > &job)
bool	**is4** (vector< **card** > &job)
bool	**isFull** (vector< **card** > &job)

bool	**is3** (vector< card > &job)
bool	**is2pair** (vector< card > &job)
bool	**ispair** (vector< card > &job)
bool	**isFlush** (vector< card > &job)
int	**hcard** (vector< card > &job)
void	**givepot** (int)
void	**rankem** ()

Public Member Functions inherited from card_games

int	**getplayers** ()
void	**setplayers** (int)
virtual void	**play** ()=0



PLAYER

Public Member Functions

void	**setrank** (int c)
bool	**getfolded** ()
void	**setfolded** ()

bool	**getwinner** ()
void	**setwinner** ()
int	**getrank** ()
int	**betchips** (int c)
int	**getchips** ()
int	**addchips** (int c)
void	**addcard** (const **card**)
Public Member Functions inherited from card	
int	**getvalue** ()
void	**setvalue** (int v)
char	**getsuit** ()
void	**setsuit** (char c)
	card (int value, char suit)

Carrying out the Plan

- Make sure all assessors are put into place.
- Make sure there's nothing wrong with the code.
- Made correct private and protected variables.

Looking back.

- Everything went well there was some debugging with problems of inheritance. Making sure everything was accessible and easily modifiable was a challenge. There was issues with pushing and popping from the vectors as they don't do so well when encapsulated. There was a few errors when compiling because the C++11 standard is needed with some of the header files. I will try again on flip.