物件導向程式設計

Case Study II: Poker Probability

Joseph Chuang-Chieh Lin
Dept. CSIE, Tamkang University

Platform

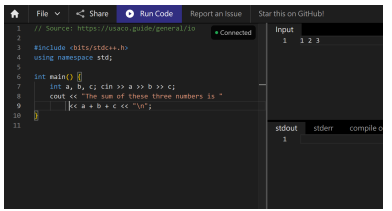
- Dev-C++

  Click here to download.

  Note: Please use this version otherwise you can't compile your programs/projects in Win10.

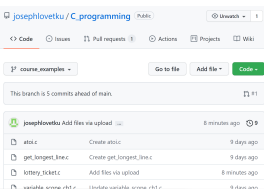
- OnlineGDB (https://www.onlinegdb.com/)

- Real-Time Collaborative Online IDE (https://ide.usaco.guide/)



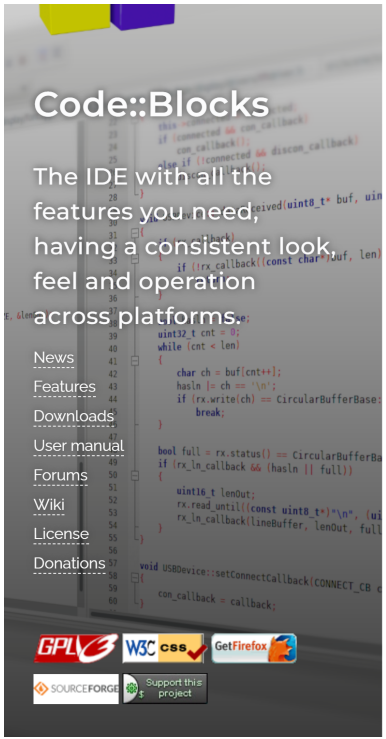
- Other resources:
  - MIT OpenCourseWare - Introduction to C++ [link].
  - Learning C++ Programming [Programiz].
  - GeeksforGeeks [link]

My GitHub page:
click the link here to visit.



Platform/IDE

- https://www.codeblocks.org/



Code::Blocks

Code::Blocks

The free C/C++ and Fortran IDE.

Code::Blocks is a free C/C++ and Fortran IDE built to meet the most demanding needs of its users. It is designed to be very extensible and fully configurable.

Built around a plugin framework, Code::Blocks can be extended with plugins. Any kind of functionality can be added by installing/coding a plugin. For instance, event compiling and debugging functionality is provided by plugins!

If you 're new here, you can read the **user manual** or visit the **Wiki** for documentation. And don't forget to visit and join our **forums** to find help or general discussion about Code::Blocks.

We hope you enjoy using Code::Blocks!

The Code::Blocks Team

Latest news

Migration successful

We are very happy to announce that the process of migrating to the new infrastructure has completed successfully!

Read more

enum class

- Use `enum class` instead of `enum`.
  - A new feature in C++11.

```
enum ourColor {
    RED,
    GREEN,
    BLUE
};

ourColor color = RED;
```

```
enum class ourColor {
    RED,
    GREEN,
    BLUE
};

ourColor color = ourColor::RED;
```

Previous Issue (I)

https://kheresy.wordpress.com/2019/03/27/using-enum-class/

```
#include <iostream>

enum ourColor {
  RED,
  GREEN,
  BLUE
};

enum ourFruit {
  APPLE,
  BANANA
};
```

```
int main() {
    ourColor c1 = RED;
    ourFruit f1 = APPLE;

    if (c1 == f1) {
        cout << "c1 equals f1" << endl;
    } else {
        cout << "c1 and f1 are not equal"

             << endl;
    }
    return 0;
}
```

Previous Issue (I): Compile error

https://kheresy.wordpress.com/2019/03/27/using-enum-class/

```
#include <iostream>

enum class ourColor {
  RED,
  GREEN,
  BLUE
};

enum class ourFruit {
  APPLE,
  BANANA
};
```

```
int main() {
    ourColor c1 = ourColor::RED;
    ourFruit f1 = ourFruit::APPLE;

    if (c1 == f1) {
        cout << "c1 equals f1" << endl;
    } else {
        cout << "c1 and f1 are not equal"

             << endl;
    }
    return 0;
}
```

Previous Issue (II)

https://kheresy.wordpress.com/2019/03/27/using-enum-class/

```
#include <iostream>

enum ourColor {
  RED,
  GREEN,
  BLUE
};

enum tLight {
  RED,
  YELLOW,
  Green
};
```

```
int main() {
    ourColor c1 = RED; // redefine; error!
    return 0;
}
```

Previous Issue (II)

https://kheresy.wordpress.com/2019/03/27/using-enum-class/

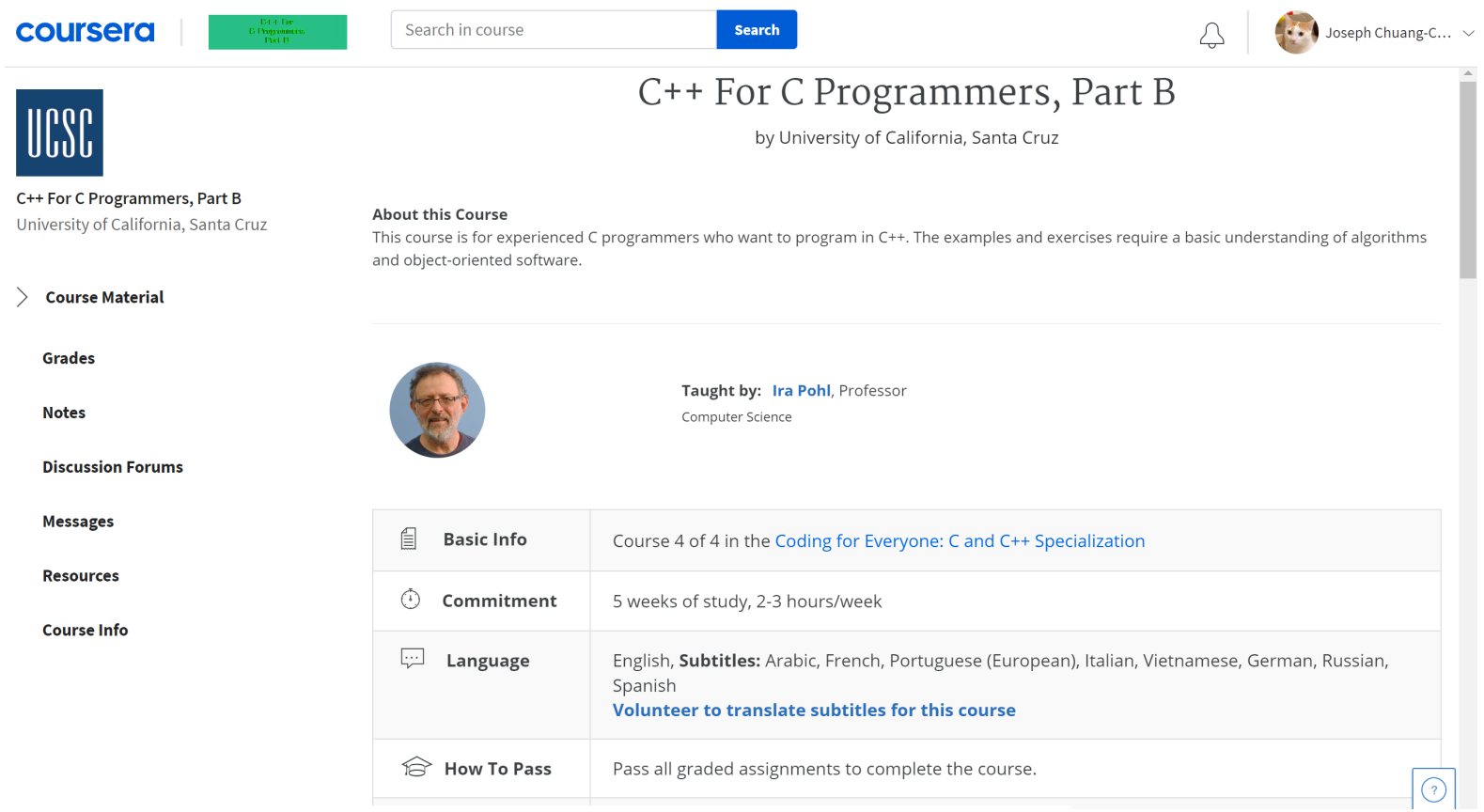
```
#include <iostream>

enum class ourColor {
  RED,
  GREEN,
  BLUE
};

enum class tLight {
  RED,
  YELLOW,
  Green
};
```

```
int main() {
    ourColor c1 = ourColor::RED; // safe!
    return 0;
}
```

Material refer to C++ For C Programmers (Coursera)

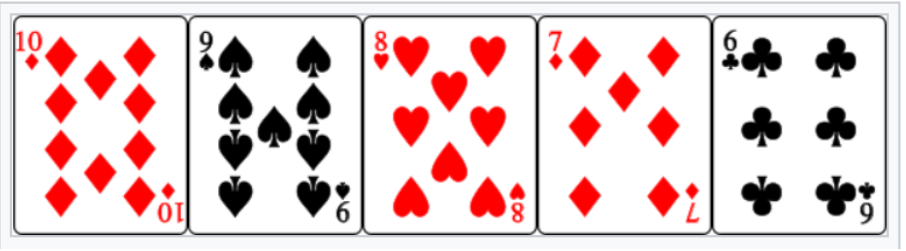


https://www.coursera.org/learn/c-plus-plus-b/home/info

Project: Card Probability

- flush

- straight



https://en.wikipedia.org/wiki/List_of_poker_hands

What is the probability of a random shuffle having a flush, straight or a straight-flush?

The Refined Code on OnlineGDB

- https://onlinegdb.com/D5mm_YxfA

Header files:

```
#include <iostream>
#include <stdlib.h>
#include <time.h>
#include <assert.h>
#include <vector>
#include <algorithm>
```

Suits & Pips

```
// suits
enum class suit: short {
    SPADE, HEART, DIAMOND, CLUB
};
```

```
class pips {
public:
    pips(int val): v(val) { assert(v>0 && v<14); }
    friend ostream& operator<<(ostream& out, const pips& p);
    int get_pips() { return v; }
private:
    int v;
};
```

Card

```
class card {
public:
    card(): s(suit::SPADE), v(1) {}
    card(suit st, pips pv): s(st), v(pv) {}
    friend ostream& operator<<(ostream& out, const card& c);
    suit get_suit() { return s; }
    pips get_pips() { return v; }
private:
    suit s;
    pips v;
};
```

Ostream << overloading

```
ostream& operator<<(ostream& os, const suit& s) {
   os << static_cast<std::underlying_type<suit>::type>(s);
   return os;
}

ostream& operator<<(ostream& os, const pips& p) {
    os << p.v;
    return os;
}

ostream& operator<<(ostream& os, const card& c) {
    os << "pips: " << c.v << "suit: " << c.s << endl;
    return os;
}
```

Initialization of the deck & Print

```
void init_deck(vector<card> & d) {
    int i;
    for (i=1; i<14; i++) {
        card c(suit::SPADE, i);
        d[i-1] = c;
    }
    for (i=1; i<14; i++) {
        card c(suit::HEART, i);
        d[i+12] = c;
    }
    for (i=1; i<14; i++) {
        card c(suit::DIAMOND, i);
        d[i+25] = c;
    }
    for (i=1; i<14; i++) {
        card c(suit::CLUB, i);
        d[i+38] = c;
    }
}
```

```
void print(vector<card> &deck) {
    for (auto p=deck.begin(); p!=deck.end(); ++p) {
    // for (auto card_val: deck) cout << card_val
        cout << *p;
    }
    cout << endl;
}
```

Check if the deck is a flush

```
bool is_flush(vector<card> &hand) {
    suit s = hand[0].get_suit();
    for (auto p=hand.begin(); p!=hand.end(); ++p) {
        if (s != p->get_suit()) {
            return false;
        }
    }
    return true;
}
```

Check if the deck is a straight

```
bool is_straight(vector<card> &hand) {
    int pips_v[5];
    int i = 0;
    for (auto p=hand.begin(); p!=hand.end(); ++p) {
        pips_v[i++] = (p->get_pips()).get_pips();
    }
    sort(pips_v, pips_v+5); // feed the range for the iterator
    if (pips_v[0] != 1) { // not ACE
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1);
    } else {
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1)
        || (pips_v[1] == 10) && (pips_v[2] == 11) && (pips_v[3] == 12)
        && (pips_v[4] == 13);
    }
}
```

Straight and Flush

```
bool is_straight_flush(vector<card> &hand) {
    return is_flush(hand) && is_straight(hand);
}
```

Main Function

```
vector<card> deck(52);
srand(time(0));
init_deck(deck);
int num_shuffles;
int flush_count = 0;
int str_count = 0;
int str_flush_count = 0;
cout << "How many shuffles? ";
cin >> num_shuffles;
```

```
for (int loop=0; loop<num_shuffles; ++loop) {
        random_shuffle(deck.begin(), deck.end());
        vector<card> hand(5);
        int i=0;
        for (auto p=deck.begin(); i<5; ++p) {
            hand[i++] = *p;
        }
        if (is_flush(hand)) {
            flush_count++;
        }
        if (is_straight(hand)) {
            str_count++;
        }
        if (is_straight_flush(hand)) {
            str_flush_count++;
        }
}
```

```
    cout << "Flushes: " << flush_count << " out of " << num_shuffles << endl;
    cout << "Straights: " << str_count << " out of " << num_shuffles << endl;
    cout << "Straight Flushes: " << str_flush_count
         << " out of " << num_shuffles << endl;
```

Some Notices about the Iterators

Container	Iterator type
Sequence containers (first class)	
`vector`	random access
`array`	random access
`deque`	random access
`list`	bidirectional
`forward_list`	forward
Ordered associative containers (first class)	
`set`	bidirectional
`multiset`	bidirectional
`map`	bidirectional
`multimap`	bidirectional

Container	Iterator type
Unordered associative containers (first class)	
`unordered_set`	bidirectional
`unordered_multiset`	bidirectional
`unordered_map`	bidirectional
`unordered_multimap`	bidirectional
Container adapters	
`stack`	none
`queue`	none
`priority_queue`	none

C++ algorithms library

- https://en.cppreference.com/w/cpp/algorithm

Notices about `sort()`

- Arrange the elements in the range from `XXX.begin()` up to but not including `XXX.end()` in ascending order.
- The `sort()` algorithm requires its two iterator arguments to be random-access iterators.
  - Available data types or containers: built-in arrays and STL containers **array**, **vector** and **deque**.

Revisit to `is_straight()`

```
bool is_straight(vector<card> &hand) {
    int pips_v[5];
    int i = 0;
    for (auto p=hand.begin(); p!=hand.end(); ++p) {
        pips_v[i++] = (p->get_pips()).get_pips();
    }
    sort(pips_v, pips_v+5); // feed the range for the iterator
    if (pips_v[0] != 1) { // not ACE
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1);
    } else {
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1)
        || (pips_v[1] == 10) && (pips_v[2] == 11) && (pips_v[3] == 12)
        && (pips_v[4] == 13);
    }
}
```

Using a lambda expression

```
bool is_straight(vector<card> &hand) {
    sort(pips_v, pips_v+5, [](const card& a, const card& b)
       { return (a.get_pips()).get_pips() < (b.get_pips()).get_pips();} );
    int pips_v[5];
    int i = 0;
    for (auto p=hand.begin(); p!=hand.end(); ++p) {
        pips_v[i++] = (p->get_pips()).get_pips();
    }
    if (pips_v[0] != 1) { // not ACE
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1);
    } else {
        return (pips_v[0] == pips_v[1]-1 && pips_v[1] == pips_v[2]-1)
        && (pips_v[2] == pips_v[3]-1 && pips_v[3] == pips_v[4]-1)
        || (pips_v[1] == 10) && (pips_v[2] == 11) && (pips_v[3] == 12)
        && (pips_v[4] == 13);
    }
}
```

Lambda Expression in C++

- In C++11 and later, a **lambda expression** is a convenient way of defining an anonymous function object *right at the location* where it's invoked or passed as an argument to a function.
  - Especially when it’s not going to be reuse and not worth naming.

```
[ capture clause ] (parameters) -> return-type
{
   definition of method
}
```

https://www.geeksforgeeks.org/lambda-expression-in-c/
https://blog.gtwang.org/programming/lambda-expression-in-c11/

Modified Poker Probability Code

- https://onlinegdb.com/vdGeAd2QIg

Card (Modified...)

```
class card {
public:
    card(): s(suit::SPADE), v(1) {}
    card(suit st, pips pv): s(st), v(pv) {}
    friend ostream& operator<<(ostream& out, const card& c);
    suit get_suit() const { return s; }
    pips get_pips() const { return v; }
private:
    suit s;
    pips v;
};
```

Where did I find the solution? => https://tinyurl.com/cdhm48af

Exercise (1%)

- Add a function:

```
bool is_straight_flush(vector<card> &hand)
```

  to the program https://www.onlinegdb.com/vdGeAd2QIg

  to compute the number of fullhouses.

- Sample output:

```
Flushes: 3 out of 1000
Straights: 6 out of 1000
Straight Flushes: 0 out of 1000
Fullhouses: 4 out of 1000
```

Full House

- From Wikipedia:

葫蘆 (夫佬，富而好施，三帶一對)	Full house	三張同一點數的牌，加一對其他點數的牌。	8♠	8♣	8♦	K♠	K♥