Project 1
<Picture Poker>

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CSC 5
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Introduction:

The game that the project is based on is on a table mini game featured on the "New Super Mario Bros" game for the Nintendo DS. This specific program replicates the Poker mini game. Due the game being a kids game, the deck of cards in this game has only 6 values (rather than 10+ on a normal game) The cards are:

Cloud   Super Mushroom   Fiery Plant   Luigi   Mario   Super
                                                                                    Star

The Value of the cards go from Cloud, to Super Mushroom, to Fiery Plant, to Luigi, to Mario, to Super Star. The Cloud is worth the least with a rank value of 1, and the Super Star is worth the most with a rank value of 6. The table of ranks are followed by:

Rank Value Table:

Super Star   Rank Value:6
Mario   Rank Value:5
 Luigi   Rank Value:4
Fire Flower   Rank Value:3
Super Mushroom   Rank Value:2
Cloud   Rank Value:1

The game will prompt the user to choose a menu option (either 1, 2, or other)

Option 1:

Option 1 will display card value and basic instructions of the game and prompt the user to restart the program

Option 2:

 Option 2 will display the game which will prompt the user to enter their name. Once the user enters their name, the game will give you 5 random cards, and display the value of the cards, and if you have any matching cards. The matches are distinguished by pair (2 of the same cards), 3 of a kind (3 of the same cards), 4 of a kind (4 of the same cards), and 5 of a kind (5of the same cards). Full house was omitted from my program due to the fact that full house was also omitted from the original game due to the game being directed for kids. (**There are occasions where you may have more than 1 combination of cards, so the program will display them all**). The value of the cards are displayed by the "Rank Value" section of the table, and the beginning of the documentation. After displaying the value of the cards, the program will prompt the user if they want to restart the program. If the user presses Y, then the game will begin again by displaying more random cards. If the user presses any other options, then the program will end.

Option 3:

Option 3 will end the program.

Summary:

Line Count =~501
Variables used=~10

Table:

You are to fill-in with where located in code
Chapter Section Topic Where Line #''s Notes

Topic	Lines:
libraries	15-23
variables/literals No variables in global area, failed project!	43-62
Identifiers	51,53,62
Integers	49-55, 59-62
Characters	47, 43
Strings	45
Floats	162-166
Variables 7 characters or less All variables <= 7 characters	43-62, 162-166
Arithmetic operators	53
Comments 20%+ 5 Model as pseudo code	All over the code
Named Constants All Local,	64
Math Expression	51
Type Casting	174,190, 208, 225, 242
Formatting output	175, 192, 209, 226, 243
Strings	45
Math Library 4 All libraries included have to be used	15-23
Relational Operators	123-255
Independent if	464
If-else	78, 495
Nesting	111-118
If-else-if	176-460
Logical operators	122-123
Validating user input	479
Conditional Operator	477
Switch	80-491
Increment/Decrement	122-123
While	87
Do-while	150-477
For loop	111-118
Files input/output both	38,39,500,501

Flowcharts:

Kevin Ramos
04/20/18
Picture poker

#include <iostream>
#include <iomanip>
#include <cstdlib>
//Rand/Srand
#include <ctime>
#include <cmath>
#include <string>

Function Prototype

A

A

/set the random number seed

srand(static_cast<unsigned int>(time(0)));

ifstream in;
ofstream out
choice
name
again
cardn
mincrd
maxcrd
cardc
cardr
t
cardrm
add

"Type 1 to view the value of the cards "
"Type 2 to play the game "
Type anything else to end the program " ;

Choice

Page 2

Table Of Values:

Super Star   Rank Value:6
Mario   Rank Value:5
Luigi   Rank Value:4
Fire Flower Rank Value:3
<Super Mushroom Rank Value:2
Cloud   Rank Value:1

Page 2

WELCOME TO
PICTURE POKER

Enter the name of the
user

Name

Hello name
Your Five Cards
are
Card Number
Rank Value

```
card=rand()%6+1,
card1=rand()%6+1,
card2=rand()%6+1,
card3=rand()%6+1,
card4=rand()%6+1;
```

```
If card variables =1
    cout << Cloud
If card variables =2
cout << Super Mushroom
If card variables =3
    cout << Fiery Plant
If card variables =4
    cout << Luigi
If card1 variables =5
    cout << Mario
If card1 variables =1
    cout << Super Star
```

Page 3

Page 3

if else senarios

page 2

again==y

again

Exiting
program

in.close();
out.close();

Congratulations
you have a
pair||3 of a kind||
4 of a kind||
5 of a kind||
Junk

Do you want to
try again?