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## Assignment 01

## Cards Game

## See Guidelines before start

Note1：Cheating will be severely punished to both cheater and cheater＇s friend，therefore，to save your skin don＇t help or even discuss with class fellow about this assignment．

Note2：You may discuss with seniors when stuck and don＇t say them or get code from them．Try to understand than implement yourself．Assignment is just a refresher．In terms of marks it is small but more assignments can be based on this so even if you get 0 marks in this assignment doesn＇t harm you much compare to if you cheat or don＇t try it yourself．

## Note3：Card details are given at the end

## Basic Task：

You have to create a 2 players card game．Say first player is player 1 and second player is player 2. You have to draw 3 cards for each player randomly．To generate one card you have to generate 2 random numbers 1 for card no and other for card type．You may store them in different variables or assign 3 Strings to each player with a code similar to task 1 of Lab 5．Display card of each player on the screen like：

| Welcome to Card Game |
| :---: |
| Player 1 Cards： |
| 4 of Spade |
| K of Hearts |
| 7 of Club |
|  |
| Player 2 Cards： |
| 5 of Diamond |
| 8 of Spade |
| A of Diamond |

Next decide winner using given rules and display winner．Player having more score will be declared winner．

## Rules：

1. If both player have cards of same type(s) count their sum and decide winner For example if player 1 has all cards of Club and player 2 has all cards of Diamond than simply sum number on each card, for special cards number are 11 for Jack, 12 for Queen, 13 for King, 14 for Ace and other cards are numbered 2 to 10
2. If only one player has 3 cards of same type that player is winner
3. If both players have 2 cards of same type sum number on same type cards only
4. If one player has all cards of different types and other has two cards of same type, other player is winner
5. If both player has all cards of different type sum their numbers

## Guidelines:

- Don't panic to read description solve as much as you can
- Variables are for free so use any number of variables $10,15,20$ or even more without hesitation
- Take 2 variable 1 for each player to store 1, 2, or 3 means player has card of 1 type, 2 type or 3 types. Later you can compare these variables in rules
- Use different if-else check for different things
- No loop is required


## Advance Tasks

- Use loop to ask user to play again
- Add more rules for same color cards etc.

A pack of cards called deck has 52 cards of 4 types. Each type has 13 cards, 4 types given below. Cards have two colors Red or Black see details below. Each type of card is numbered from 2-10. Where remaining 4 cards has symbols instead of number that is 11 is Jack, 12 is Queen, 13 is King and 14 for Ace. Sometimes value of Ace is taken 1 but here it is 14 .

