#include<stdlib.h>

#include<stdio.h>

#include<conio.h>

#include<string.h>

#include<ctype.h>

void Screen();

void Rule();

void Shuffle();

void Player1();

void Player2();

void check();

char player1\_name[50]={'/0'};

char player2\_name[50]={'/0'};

char player1\_card[500]={'/0'};

char player2\_card[500]={'/0'};

char choice1;

char choice2;

int player1\_card\_no[500];

int player2\_card\_no[500];

int no\_assigned[500];

int last\_turn\_won=0,l1,l2,p\_one=0,index1,index2,win=0;

int p\_two=0,value\_of\_card1,value\_of\_card2,last\_turn;

void main()

{

int i;

char ch;

clrscr();

Rule();

do

{

clrscr();

Shuffle();

clrscr();

l1=strlen(player1\_name);

l2=strlen(player2\_name);

Player1();

Player2();

if(value\_of\_card2>value\_of\_card1)

{

last\_turn\_won=2;

p\_two=p\_two+1;

player2\_card[p\_two]=choice1;

player2\_card\_no[p\_two]=value\_of\_card1;

player1\_card[index1]='\*';

player1\_card\_no[index1]=-1;

Screen();

printf("

%s WINS THE BET!! Press any key........",player2\_name);

getch();

choice1='/0';

choice2='/0';

}

else

{

last\_turn\_won=1;

p\_one=p\_one+1;

player1\_card[p\_one]=choice2;

player1\_card\_no[p\_one]=value\_of\_card2;

player2\_card[index2]='\*';

player2\_card\_no[index2]=-1;

Screen();

printf("

%s WINS THE BET!! Press any key.....",player1\_name);

getch();

choice1='/0';

choice2='/0';

}

for(;;)

{

win=0;

check();

if(win==1)

break;

switch(last\_turn\_won)

{

case 1:

Player1();

last\_turn=1;

break;

case 2:

Player2();

last\_turn=2;

break;

}

if(last\_turn==1)

Player2();

else

Player1();

if(value\_of\_card2>value\_of\_card1)

{

last\_turn\_won=2;

p\_two=p\_two+1;

player2\_card[p\_two]=choice1;

player2\_card\_no[p\_two]=value\_of\_card1;

value\_of\_card1=0;

value\_of\_card2=0;

player1\_card[index1]='\*';

player1\_card\_no[index1]=-1;

Screen();

printf("

%s WINS THE BET!! Press any key......",player2\_name);

getch();

choice1='/0';

choice2='/0';

}

else

{

last\_turn\_won=1;

p\_one=p\_one+1;

player1\_card[p\_one]=choice2;

player1\_card\_no[p\_one]=value\_of\_card2;

value\_of\_card1=0;

value\_of\_card2=0;

player2\_card[index2]='\*';

player2\_card\_no[index2]=-1;

Screen();

printf("

%s WINS THE BET!! Press any key......",player1\_name);

getch();

choice1='/0';

choice2='/0';

}

}

getch();

clrscr();

printf("

DO YOU WANT TO PLAY AGAIN(y/n) ? ");

fflush(stdin);

scanf("%c",&ch);

}while(ch=='y' || ch=='Y');

getch();

}

void Screen()

{

int i;

clrscr();

printf("

A 2 Z");

printf("

---------------");

printf("

");

printf("PLAYER 1

");

for(i=1;i<=l1+4;i++)

printf("\*");

printf("

º %s º

",player1\_name);

for(i=1;i<=l1+4;i++)

printf("\*");

printf("

CARDS: ");

for(i=1;i<=p\_one;i++)

{

if(player1\_card[i]!='\*')

printf("%c ",player1\_card[i]);

else

continue;

}

printf("

");

for(i=1;i<=79;i++)

printf("-");

printf("

PLAYER 2

");

for(i=1;i<=l2+4;i++)

printf("\*");

printf("

º %s º

",player2\_name);

for(i=1;i<=l2+4;i++)

printf("\*");

printf("

CARDS: ");

for(i=1;i<=p\_two;i++)

{

if(player2\_card[i]!='\*')

printf("%c ",player2\_card[i]);

else

continue;

}

printf("

");

for(i=1;i<=79;i++)

printf("-");

printf("

PLAYER1 PLAYER2");

printf("

-----------------");

printf("

º");

printf(" %c",choice1);

printf(" º");

printf(" %c",choice2);

printf(" º");

printf("

-----------------");

}

void Rule()

{

printf("

A 2 Z");

printf("

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

printf("

");

printf("

This game is played between two players.Each player will

be

given");

printf("

13 cards with alphabet written on them.Each card will have

a

distinct");

printf("

value between 0 and 1000.These numbers are not visible to

the

players.");

printf("

Each player is required to throw a card on his turn.If the

card thrown");

printf("

by a player has higher value than the card thrown by the

former player");

printf("

then that card is won by the player of the highest card

value.Then it");

printf("

his turn to throw a card nest.Player with all the card is

the

winner.");

printf("

Press any key........");

getch();

}

void Shuffle()

{

int seed1,seed2,i,j,k,m=0,x,rd,rd1,flag1=0,flag=0;

printf("

Enter the name of the player 1 : ");

gets(player1\_name);

printf("Enter the name of the player 2 : ");

gets(player2\_name);

do

{

printf("

%s,PLEASE ENTER A NO.(BETWEEN 1 AND 1000) TO SHUFFLE YOUR

CARDS:",player1\_name);

scanf("%d",&seed1);

if(seed1<1 || seed1>1000)

printf("

WRONG ENTRY!!");

}while(seed1<1 || seed1>1000);

do

{

printf("

%s,PLEASE ENTER A NO.(BETWEEN 1 AND 1000)

DIFFERENT",player2\_name);

printf("

FROM %s TO SHUFFLE YOUR CARDS :",player1\_name);

scanf("%d",&seed2);

if(seed2==seed1 || seed2<1 || seed2>1000)

printf("

WRONG ENTRY!!");

getch();

}while(seed2==seed1 || seed2<1 || seed2>1000);

/\*Shuffling the card of player 1\*/

srand(seed1);

for(i=1;i<=13;i++)

{

do

{

flag1=0;

rd1=rand()%1000+1;

for(k=1;k<=p\_one;k++)

{

if(rd1==player1\_card\_no[k])

flag1++;

}

}while(flag1>0);

flag1=0;

player1\_card\_no[i]=rd1;

no\_assigned[++m]=player1\_card\_no[i];

p\_one=p\_one+1;

player1\_card[p\_one]=(char)(64+i);

}

/\*Shuffling the card of player 2\*/

srand(seed2);

for(i=1;i<=13;i++)

{

do

{

flag=0;

rd=rand()%1000+1;

for(j=1;j<=13;j++)

{

if(rd==no\_assigned[j])

flag++;

else

{

for(k=1;k<=p\_two;k++)

{

if(rd==player2\_card\_no[k])

flag++;

}

}

}

}while(flag>0);

flag=0;

player2\_card\_no[i]=rd;

no\_assigned[++m]=player2\_card\_no[i];

p\_two=p\_two+1;

player2\_card[p\_two]=(char)(77+i);

}

}

void Player1()

{

char ch1;

int flag=0,i;

clrscr();

do

{

choice1='/0';

Screen();

printf("

TURN FOR %s :",player1\_name);

printf("

Enter your choice : ");

fflush(stdin);

scanf("%c",&ch1);

choice1=toupper(ch1);

for(i=1;i<=p\_one;i++)

{

if(player1\_card[i]==choice1)

{

value\_of\_card1=player1\_card\_no[i];

index1=i;

flag=1;

break;

}

else

continue;

}

}while(flag==0);

}

void Player2()

{

int i,flag=0;

char ch2;

clrscr();

do

{

choice2='/0';

Screen();

printf("

TURN FOR %s :",player2\_name);

printf("

Enter your choice : ");

scanf("%c",&ch2);

choice2=toupper(ch2);

for(i=1;i<=p\_two;i++)

{

if(player2\_card[i]==choice2)

{

value\_of\_card2=player2\_card\_no[i];

index2=i;

flag=1;

break;

}

else

continue;

}

}while(flag==0);

}

void check()

{

int i;

int flag1=0,flag2=0;

for(i=1;i<=p\_one;i++)

{

if(player1\_card[i]=='\*')

flag1++;

}

if(flag1==p\_one)

{

printf("

CONGRATULATIONS %s !! YOU HAVE WON.",player2\_name);

win=1;

return;

}

for(i=1;i<=p\_two;i++)

{

if(player2\_card[i]=='\*')

flag2++;

}

if(flag2==p\_two)

{

printf("

CONGRATULATIONS %s !! YOU HAVE WON.",player1\_name);

win=1;

return;

}

win=0;

}