#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;

}