



PROJECT REPORT
UNO CARD GAME WITH LINKED LIST

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

UNO CARD GAME WITH LINKED LIST

by

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STATEMENT OF ORIGINALITY

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Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, 18 July 2014



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ABSTRACT

The C language has a little bit collection of the game, especially card game. Uno is one of the well-known and popular card games around the world. However, in Indonesia uno card less popular than domino or blackjack. This project are made to popularize uno card game and add collection of c language game. Uno card game will using linked list as main data structures and array as supportive. Algorithm is needed to helps computer on made decision in the game. Uno game on this project will using principle of Greedy Algorithm. The algorithm will work specifically to choose a card that will be issued. Uno game has simple gameplay, player just need to input the index to issued the card. Simple gameplay is needed to made player understand quickly.

Keyword : C Language, Computer Game, Uno Card, Linked List, Greedy Algorithm

FOREWORD

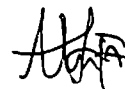
Graduation is not the final goal of the lectures, but as a preparation to begin a new chapter of life. The final step for obtaining a Bachelor degree at Soegijapranata Catholic University is to create a project. With His blessing and grace, finally I am able to complete project "Uno Card Game with Linked List" on time.

This project can be completed with the help of many people from the beginning to the end. So with this occasion I would like to thank :

1. My Lord Jesus Christ that give me faith and courage to finish this project.
2. My parents, Jeffry Yonathan and Lisa Laniawati also my sister Sherly Mariska for their support, love, and pray.
3. My supervisor for assist, guiding and giving advice for this project.
4. All of lecturer of Faculty of Computer Science for teaching and giving new knowledge during my study at Faculty of Computer Science.
5. All of my friends from Faculty of Computer Science for advice and supports.

Finally, I hope this project can be useful for the development of computer science, especially in the field of game..

Semarang, July 16th 2014



Alvin Ferdian

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