# PROJECT REPORT

## Playing Card Samgong Using C

Andri Hartanto Raharjo

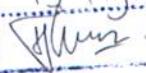10.02.0031

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

**Playing Card Samgong using C Programming**

This project report has been approved and ratified by the Dean of Faculty of

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# STATEMENT OF ORIGINALITY

I, the undersigned:

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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, July 18th 2014

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10.02.0031

# ABSTRACT

This game is very simple and easy to understand. The game is played using playing cards and is usually played by two players or more players with the aim to collect a maximum of 30 and a card value should not be more than that to be a winner if the value of the card value is more than 30 players, the player declared lost.

The project was created with the C programming language, using an array data structure.

**Keyword : C programming, Playing Card Samgong , one-dimensional arrays**

# FOREWORD

I humbly introduce Playing Cards Samgong using C.

I could not finish this project and report without the help of God and a lot of people. so on this occasion, I would like to say a big thank you :

• My Lord and my Savior, Jesus Christ, who gives me faith, spirit, generosity and courage to finish this project.

• My parents, Sutoto Raharjo and Linda, my sister Fanny Yunita for their support, words of motivation, love, and pray.

• All my friends from the faculty of Computer Science and youth church comunity who always pray and give support to me has always been strong.

Semarang, July 18th 2014

Andri Hartanto Raharjo

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