PROJECT REPORT

Simple Card Game using Two Dimensional Array
in C Programming Language

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FACULTY OF COMPUTER SCIENCE

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APPROVAL AND RATIFICATION PAGE

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Simple Card Game using Two Dimensional Array in C Language Programming

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Semarang, 14 July 2015

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11.02.0032
FOREWORD

This final project titled “Simple Card Game using Two Dimensional Array in C Language Programming”. This project is structured as requirement of graduation majoring in Informatics Engineering Department, Faculty of Computer Science. So, on this occasion I would like to thank :

1. God for His blessing and mercy all the time.
2. Mr. Suyanto Edward Antonius, Ir., M.Sc for guiding and helping me as my lecturer.
3. My family for their prayers and supports.
PREFACE

This project report titled “Simple Card Game using Two Dimensional Array in C Language Programming” was made to give a written statement to the readers. The basic objective behind doing this project report is to get knowledge about C programming language and array data structure implement into a simple card game.

This project report divided into 6 chapters. Chapter 1 is an introduction that tell us about the background, scope, and objective of this project report. Chapter 2 is literature study, in this chapter will discuss the data structure and algorithms used in this project. Chapter 3 is the planning of this project will be made and time of implementation. Chapter 4 tell us about the analysis and design of this program. Readers can knowledge how the program runs and functions contained in this program. Chapter 5 show readers the source code of the program, implementation for this program and the result of this program. Chapter 6 is conclusion of the project report.
ABSTRACT

This card game program is based on the basic logic of blackjack card games. Blackjack also known as twenty one game. The winner is the biggest values or the one who received a value of twenty one.

This program is simple blackjack card game used C language and array data structure. This game have two players and a deck of card. Start game with 52 cards shuffled and dealt for 2 players. Each player has 26 cards. Shuffled cards using swap method. Two top cards summed and compared with other players. The player who has the largest card value wins. But the values of the cards should not exceed 21. If one player has a cards value over 21 will lose. Cards that have been played will be removed from the game. This game will finished if the player's card runs out.

This program could not distribute the 2 cards directly from the deck to the players and added more card for bigger values.

Keywords : Blackjack card game, C language programming.
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