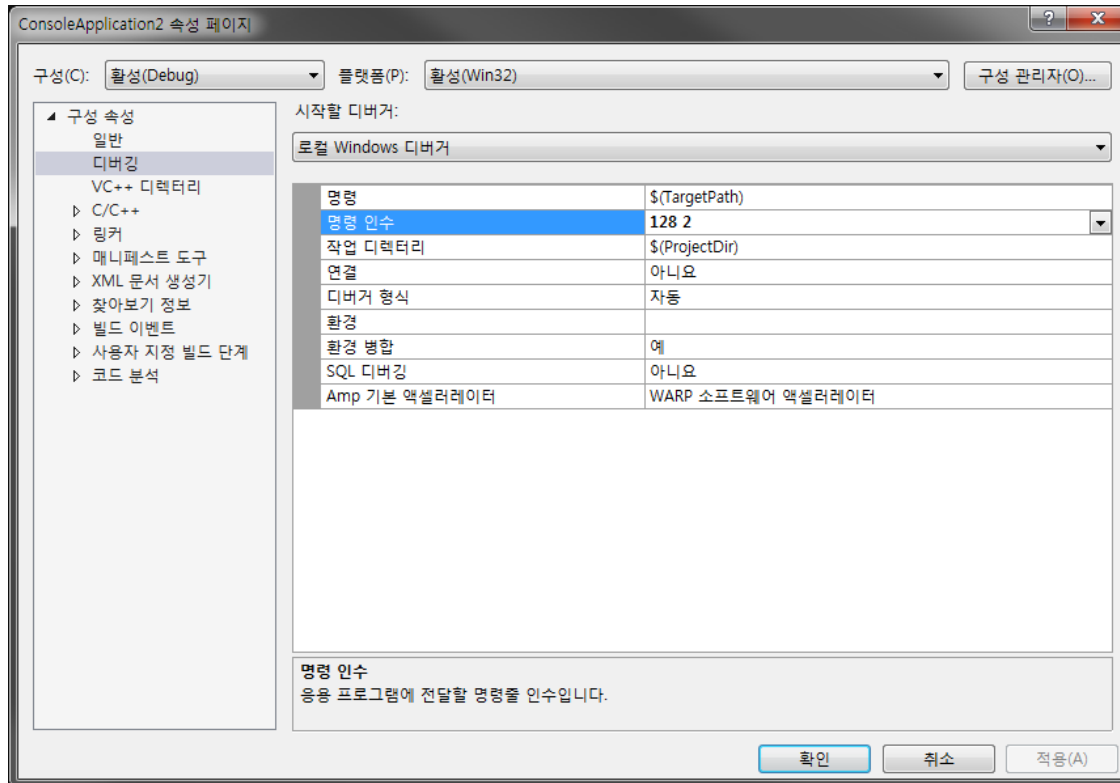


# Command Line Arguments

- 프로젝트 - 속성 - 디버깅 - 명령 인수



# [Lab Practice]

- Blackjack game
  - Draw two cards for the player when after shuffling the cards
  - The score of the player is calculated by the card number
  - `shuffle_cards()`
    - Call just once before draw a card.
    - Shuffles cards of decks at 1000 times
    - Swap two cards of random indices using `swap( )` function
    - One card deck consists of 52 cards (13 numbers X 4 suits)
    - Suits: spade(s), diamond(d), heart(h), clobber(c)
  - `draw_card()`
    - Return one card in order from deck (`std::vector<string>`)
    - E.g.) 1h (one heart), 13s (king spade), ...
  - Hit or Stand ('h' or 's' for standard input)
  - Command line arguments: random seed #, # of decks
  - Ace: 1, King: 13, Queen: 12, Jack: 11
  - If a player has a score more than 21, the player cannot play anymore.
  - If a player stands, the player cannot play anymore.

# [Lab Practice]

- Blackjack game
  - vector<string> cards
    - # of decks = 2
    - before shuffling

```
for (auto &n : cards)
    cout << n << ' ';
```

```
1c 1h 1d 1s 2c 2h 2d 2s ...
13c 13h 13d 13s 1c 1h 1d 1s
... 12d 12s 13c 13h 13d 13s
```

# [Lab Practice]

- Blackjack game

[Arguments] 11 2

8c, 13h (21)

**s**

Your score is 21

[Arguments] 100 2

10d, 6c (16)

**h**

10d, 6c, 7s (23)

You lose!

# [Lab Practice]

- Skeleton code

```
#include <iostream>
#include <cstdlib>
#include <vector>
#include <string>
using namespace std;
vector<string> cards;

void swap(int i, int j) {
}

string draw_card() {
    string str;
    return str;
}

void shuffle_cards() {
}

int main(int argc, char **argv) {
    if (argc != 3) {
        cout << "Command Line Error!" << endl;
        exit(0);
    }
    int seed = stoi(argv[1]);
    int decks = stoi(argv[2]);

    /*****remove parts*****/
    cout << seed << ' ' << decks << endl; //
    int i = 10; //
    string card = to_string(i) + "s"; //
    cout << card << endl; //
    //
    int sum = 0; //
    sum += stoi(card); //
    cout << sum << endl; //
    /***** C++11 *****/
}
```