

MIT App Inventor

ai2.appinventor.mit.edu/#5751047375945728

MIT APP INVENTOR

ProjectsConnectBuildSettingsHelp

My ProjectsView TrashGuideReport an IssueEnglish

Card1Publish to Gallery

Screen1Add Screen...Remove Screen

DesignerBlocks

Built-in

ControlLogicMathTextListsDictionariesColorsVariablesProcedures

Screen1

HorizontalArrangement1

Button1Button2Button3Button4Button5

HorizontalArrangement2

RenameDelete

Media

back.pngcard1.pngcard10.pngcard11.pngcard12.pngcard13.pngcard14.pngcard15.pngcard16.pngcard17.pngcard18.pngcard19.pngcard2.pngcard20.pngcard21.pngcard22.pngcard23.pngcard24.pngcard25.pngcard26.png

initialize global stock to create empty list

initialize global hand to create empty list

initialize global result to 0

when Screen1.Initialize do call newgame

when Button7.Click do call newgame

when Button6.Click do call draw

to newgame do set global stock to create empty list for each number from 1 to 52 by 1 do add items to list list get global stock item get number set global hand to create empty list set Button1.Image to back.png set Button2.Image to back.png set Button3.Image to back.png set Button4.Image to back.png set Button5.Image to back.png set Label1.Text to "new game" set Button6.Enabled to true set global result to create empty list for each number from 1 to 13 by 1 do add items to list list get global result item 0

to draw do initialize local index to random integer from 1 to length of list list get global stock initialize local pick to 0 initialize local card to Button7 in set pick to select list item list get global stock index get index remove list item list get global stock index get index add items to list list get global hand item get pick if length of list list get global hand = 1 then set card to Button1 else if length of list list get global hand = 2 then set card to Button2 else if length of list list get global hand = 3 then set card to Button3 else if length of list list get global hand = 4 then set card to Button4 else if length of list list get global hand = 5 then set card to Button5 call set number card set Button.Image of component get card to join "card " get number ".png" if length of list list get global hand >= 5 then call gameover

to set number card do set Button.Image of component get card to join "card " get number ".png"

to gameover do set Label1.Text to "game over" set Button6.Enabled to false initialize local index to 0 initialize local count to 0 in for each number in list get global hand do set index to modulo of get number - 1 + 13 + 1 set count to select list item list get global result index get index replace list item list get global result index get index replacement get count for each item in list get global result do if get item = 4 then set Label1.Text to join Label1.Text "4card " else if get item = 3 then set Label1.Text to join Label1.Text "3card " else if get item = 2 then set Label1.Text to join Label1.Text "1pair "

Show Warnings

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