

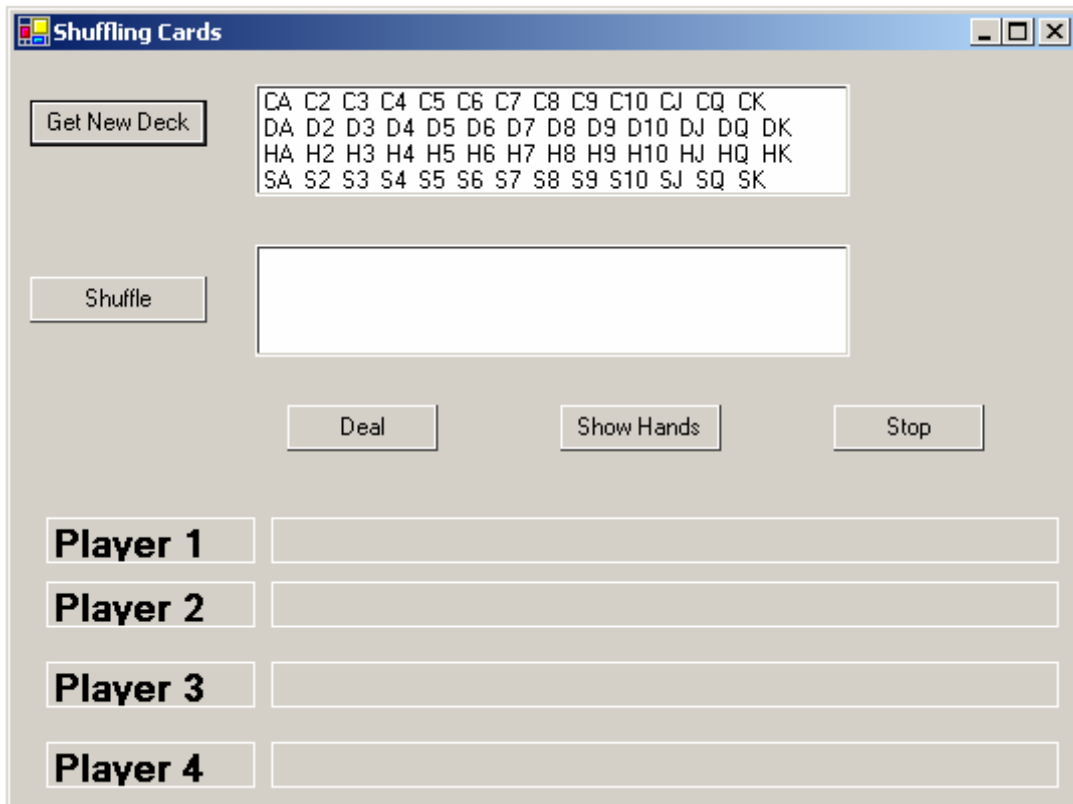
# CSCI 3327 Visual Basic (Fall 2011)

## Assignment #6

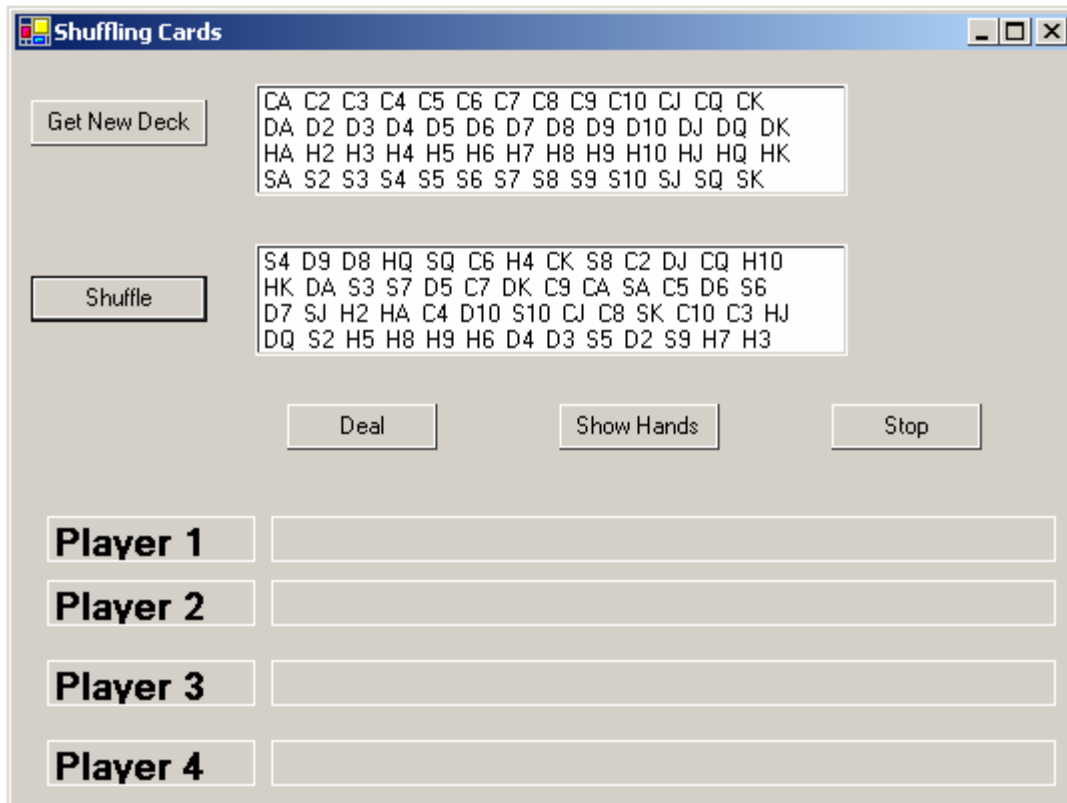
Instructor: Dr. Xiang Lian  
Due Date: See the course website

Write a program involving a single and two-dim arrays, shuffling and two-dim sorting as shown in the following samples. The graphics portion is actually your **Assignment #7**. Please start early. This assignment will take some time. Figure out your own way of shuffling cards. Once the cards have been dealt, organize them using a two dimensional sort.

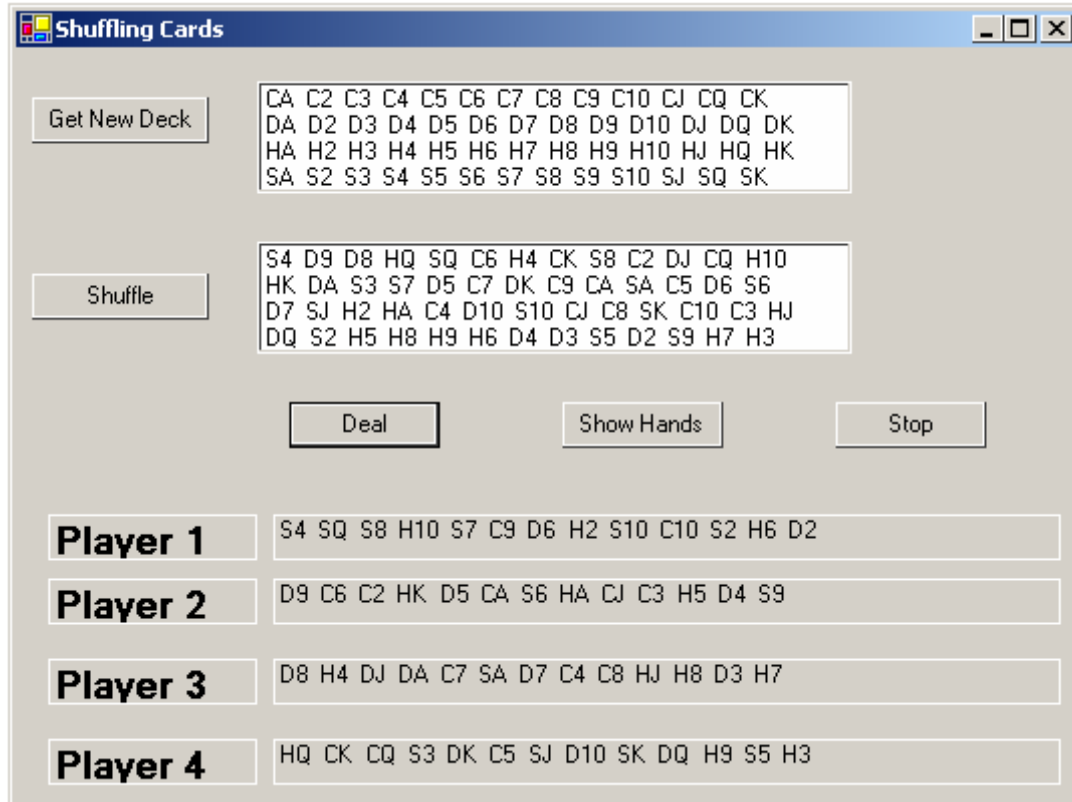
Button **Get New Deck**: The card names are read from a file and displayed in a list box.



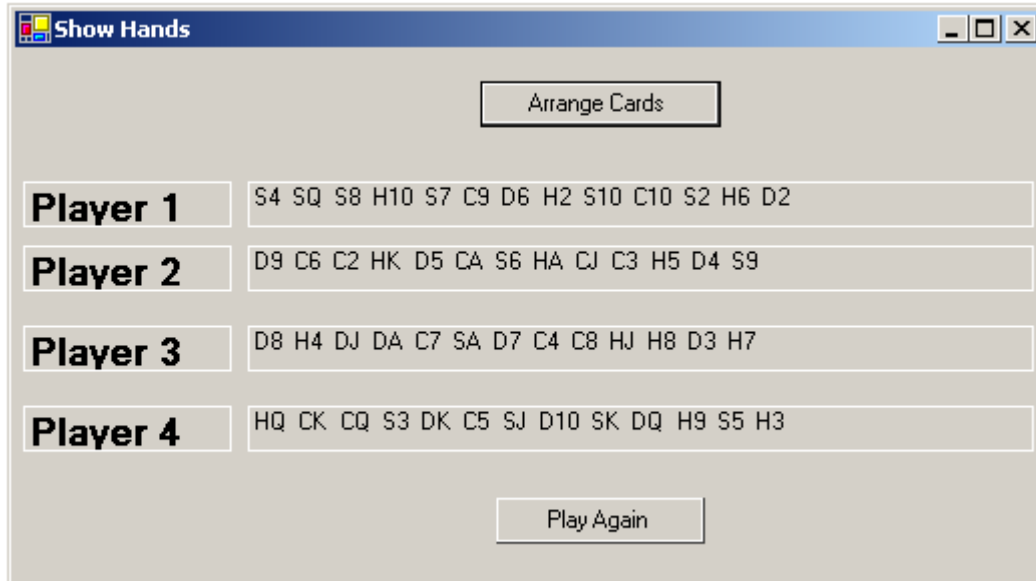
Button **Shuffle**: The cards are shuffled (abstractly) and displayed in the list box shown here.



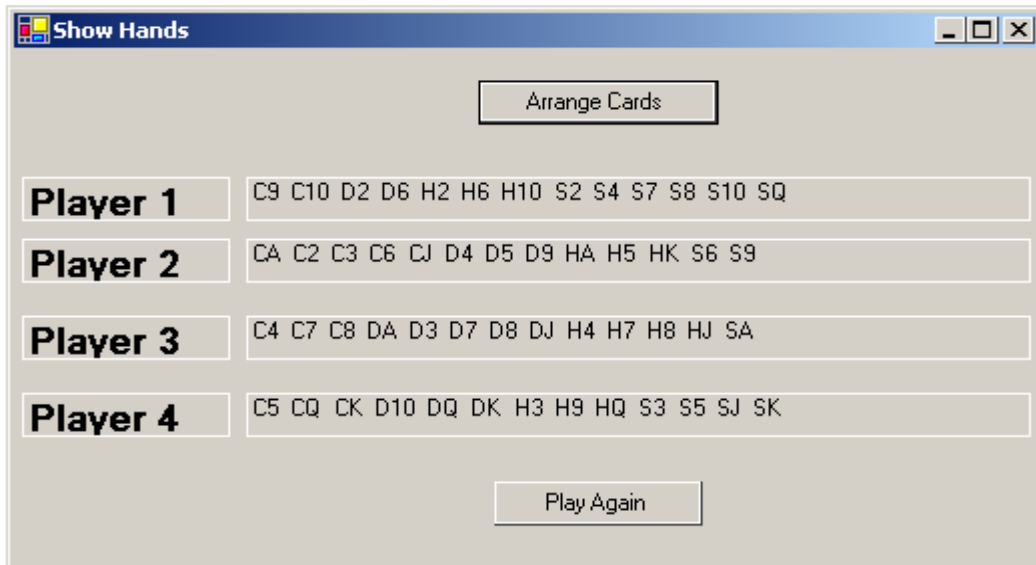
Button **Deal**: The shuffled cards are distributed one at a time in a round robin fashion to four players. Players cards are displayed in the appropriate 3D label boxes.



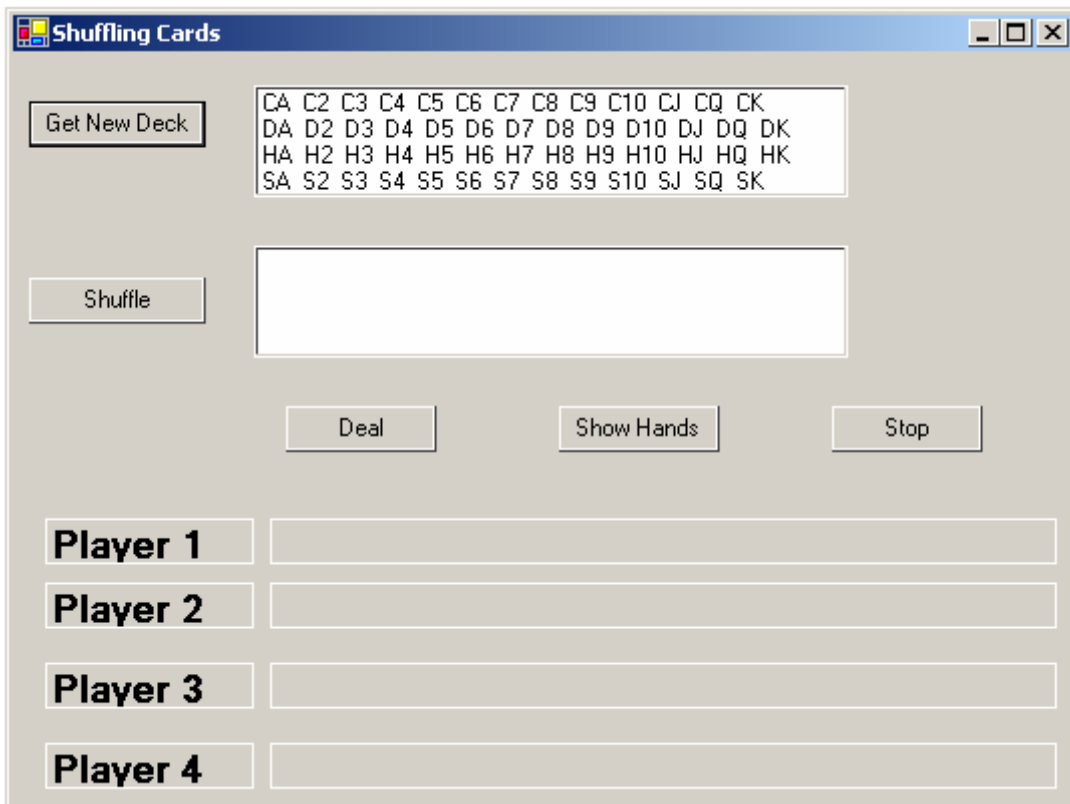
Button **Show Hands**: A new form is displayed with players cards.



Button **Arrange Cards**: The cards are re-ordered using a two-dim sort and re-displayed.



Button **Play Again**: This button takes you back to the previous form.



Please submit:

1. Program listing; and
2. The screen captures.

- Your program should begin with a comment section that would include the following:

PROGRAMMERS NAME: \_\_\_\_\_

STUDENT ID: \_\_\_\_\_

CLASS: \_\_\_\_\_ ASSIGNMENT #: \_\_\_\_\_

DATE DUE: \_\_\_\_\_ DATE TURNED IN: \_\_\_\_\_

- **Note:** Please send the files you created to [Blackboard](#).