

# CSE 333 - Section I

Thursday 29 March 2012

# A little about me...

- Katelin
  - PhD student working with Steve, Hank, Luis
  - [katelin@cs.washington.edu](mailto:katelin@cs.washington.edu)
  - come to my office hours (Mon 3:30-4:30) in 218
  - I don't promise to know all the answers to every question, but if I don't, we can figure it out together
- I'm horrible with names, but I'm trying, so help me out and say who you are if we're talking

# How do we do these sections?

- some are lectures
- some are labs
- attendance at *all* is mandatory
- we're experimenting!

# Section Grading

- Sections which are more lecture
  - Grade for attendance (0 or 1)
- Sections which are more like a lab
  - 1 pt for attendance
  - 1 pt for turning something in
  - 1 pt for correctness and style
  - You can get up to 2/3 even if you miss

# Ready, set, code...

- Pair up, so at least one of you has a laptop.
- Open your favorite editor (go emacs!)
- You have ~30 minutes to complete the assignment, with my help
- Turn in the final file to the online dropbox for “Section I Lab”
- Feel free to talk to your neighbors about it
- Hopefully you’re learning something, so ask any questions you’ve got.

# Ready, set, code...

As usual, your code must:

- compile without errors or warnings
- have no crashes, memory leaks, or errors
- be contained in a single file
- be both pretty and robust
- have a leading comment with names, assignment, and which section you're in

Sample solutions can be found in office hours

# Shuffling cards

## Part 1: Basic Functionality:

- “deals” (prints out) n random cards, from a standard deck of cards (2-10, J, Q, K, Ace in all four suits)
- duplicates are okay
- printing in any format is okay, but “2spade” or “2s” would be nice

## Part 2: Advanced functionality

- shuffles a standard deck and “deals” all 52 at once by printing
- no duplicates, and you should get *exactly* 52 cards out.

# Shuffling cards

If you think you're running out of time...

- This is okay!
- Focus on the basic functionality of creating a random order of cards and printing them out.
- Put a comment at the top telling me what you didn't get to.

If you're done early...

- Come say hi! I have more fun things for you to try,



# You might find useful...

- `rand()`
- `srand()`
- `sprintf()`

# FAQ (from earlier sections)

- any way you can get the specified functionality is okay (for now)
- no, C does not initialize anything (pointers, arrays, etc) for you
- if you want to use structs, you can, but they are not required to complete the assignment
- you should call `srand()` exactly once
- get “n” from the command line

# More shuffling cards

## Part 3: Interactive functionality:

- takes as an argument how many cards to deal at once (e.g. 1 card at a time, a hand of 5 at a time, or all 52)
- wait for input (e.g. “return”) on the command line to deal the first set, then deals more cards at each input
- prints some error message when the deck is exhausted, and exits
- handles “bad” input in some way (e.g. 98 cards, or no input provided)