

Example17.c

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#include <stdio.h>
#include <stdlib.h>

enum card { ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king};

enum suit {heart, spade, club, diamond};
typedef enum card cards;
typedef enum suit suits;

int main ()
{
    char cardface[6];
    char cardsuit[8];
    cards deckface[] = {ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king, ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king, ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king};
    suits decksuit[] = {heart, heart, heart, heart, heart, heart, heart, heart, heart, heart, spade, spade, spade, spade, spade, spade, spade, spade, spade, spade, spade, spade, club, club, club, club, club, club, club, club, club, club, club, club, diamond, diamond, diamond, diamond, diamond, diamond, diamond, diamond, diamond, diamond, diamond};
    cards thecard;
    suits thesuit;
    srand(time(0));
    int i, c;
    for (i = 0; i < 7; i++)
    {
        c = rand()%52;
        thecard = deckface[c];
        switch(thecard)
        {
            case ace: strcpy(cardface, "ace");
                      break;
            case two:  strcpy(cardface, "2");
                      break;
            case three: strcpy(cardface, "3");
                      break;
            case four:  strcpy(cardface, "4");
                      break;
            case five:  strcpy(cardface, "5");
                      break;
            case six:   strcpy(cardface, "6");
                      break;
            case seven: strcpy(cardface, "7");
                      break;
            case eight: strcpy(cardface, "8");
                      break;
            case nine:  strcpy(cardface, "9");
                      break;
            case ten:   strcpy(cardface, "10");
                      break;
            case jack:  strcpy(cardface, "jack");
                      break;
            case queen: strcpy(cardface, "queen");
                      break;
            case king:  strcpy(cardface, "king");
                      break;
        }
        thesuit = decksuit[c];
        switch(thesuit)
    {

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    case heart:  strcpy(cardsuit, "heart");
                break;
    case spade:  strcpy(cardsuit, "spade");
                break;
    case club:   strcpy(cardsuit, "club");
                break;
    case diamond: strcpy(cardsuit, "diamond");
                }
    printf("%d the card is the %d %s of %d %s\n", c, thecard, cardface, thesuit,
cardsuit);
    }
    system("pause");
    return 0;
}

```