

## Content of 2008 Scripting Games Advanced VBScript Event 10.vbs ( Site 1 )

' This is my Solution for the Scripting Games 2008  
' For more Information look at  
' <http://www.microsoft.com/technet/scriptcenter/funzone/games/games08.msp>

Option Explicit

```
Dim sDealerCards
Dim sPlayerCards
Dim iDealerPoints
Dim iPlayerPoints
Dim iCountCardOut : iCountCardOut = 0
```

Call Main()

' .....

Sub Main()

```
Dim iCount, iCount2
Dim iCards : iCards = 0
```

```
Dim arrTemplateCards(12)
Dim arrCards(51,1)
```

```
Dim bPlay : bPlay = true
Dim iRound : iRound = 0
```

```
arrTemplateCards(0) = "Two"
arrTemplateCards(1) = "Three"
arrTemplateCards(2) = "Four"
arrTemplateCards(3) = "Five"
arrTemplateCards(4) = "Six"
arrTemplateCards(5) = "Seven"
arrTemplateCards(6) = "Eight"
arrTemplateCards(7) = "Nine"
arrTemplateCards(8) = "Ten"
arrTemplateCards(9) = "Jack"
arrTemplateCards(10) = "Queen"
arrTemplateCards(11) = "King"
arrTemplateCards(12) = "Ace"
```

```
For iCount = 1 to 4
```

```
For iCount2 = 0 to Ubound(arrTemplateCards)
```

```
Select Case iCount
```

```
Case 1
```

```
arrCards(iCards,0) = arrTemplateCards(iCount2) & " of Hearts"
arrCards(iCards,1) = GetCardScore(arrTemplateCards(iCount2))
iCards = iCards + 1
```

```
Case 2
```

```
arrCards(iCards,0) = arrTemplateCards(iCount2) & " of Spades"
arrCards(iCards,1) = GetCardScore(arrTemplateCards(iCount2))
iCards = iCards + 1
```

```
Case 3
```

```
arrCards(iCards,0) = arrTemplateCards(iCount2) & " of Diamonds"
arrCards(iCards,1) = GetCardScore(arrTemplateCards(iCount2))
iCards = iCards + 1
```

```
Case 4
```

```
arrCards(iCards,0) = arrTemplateCards(iCount2) & " of Clubs"
arrCards(iCards,1) = GetCardScore(arrTemplateCards(iCount2))
iCards = iCards + 1
```

```
End Select
Next
```

```
Next
```

```
For iCount = 0 to RadomeInt(13)
call MixArray(arrCards)
Next
```

```
Dim sStayOrHit
Dim StdIn, StdOut
Set StdIn = WScript.StdIn
Set StdOut = WScript.StdOut
```

```
Do until bPlay = false
```

```
iRound = iRound + 1
```

```
Select Case iRound
```

```
Case 1
```

```
Call AddCardPlayer(arrCards)
Call AddCardPlayer(arrCards)
Call EchoCards(sPlayerCards, "Player")
```

```
Call AddCardDealer(arrCards)
Call EchoCards(sDealerCards, "Dealer")
Call AddCardDealer(arrCards)
```

```
Case Else
```

```
If iPlayerPoints = 21 then
```

```
wscript.echo "You have 21. You win."
bPlay = false
Exit Sub
```

```
Elseif iPlayerPoints > 21 then
```

```
wscript.echo "Over 21. Sorry, you lose."
bPlay = false
Exit Sub
```

## Content of 2008 Scripting Games Advanced VBScript Event 10.vbs ( Site 2 )

```
Else
StdOut.Write "Stay (s) or hit (h)?"
sStayOrHit = StdIn.ReadLine

Select Case Ucase(sStayOrHit)

Case "S"
wscript.echo ""
wscript.echo "You have " & iPlayerPoints & "."
wscript.echo ""
bPlay = false

Case "H"
Call AddCardPlayer(arrCards)
wscript.echo ""
Call EchoCards(sPlayerCards, "Player")

End Select

End if

End Select

Loop

If Ucase(sStayOrHit) = "S" then

Call EchoCards(sDealerCards, "Dealer")
If iDealerPoints >= iPlayerPoints then

wscript.echo "The dealer has " & iDealerPoints & ". Sorry, you lose."
Exit Sub

End if

bPlay = true

Do until bPlay = false

If iDealerPoints > 21 then

wscript.echo "The dealer has " & iDealerPoints & ". You win."
bPlay = false
Exit Sub

Elseif iDealerPoints >= iPlayerPoints then
wscript.echo "The dealer has " & iDealerPoints & ". Sorry, you lose."
bPlay = false
Exit Sub

Else
Call AddCardDealer(arrCards)
Call EchoCards(sDealerCards, "Dealer")

End if

Loop

End if

End Sub

' -----
Private Function AddCardPlayer(arrSource)

sPlayerCards = sPlayerCards & arrSource(iCountCardOut,0) & ","
iPlayerPoints = iPlayerPoints + arrSource(iCountCardOut,1)

iCountCardOut = iCountCardOut + 1

End Function

' -----
Private Function AddCardDealer(arrSource)

sDealerCards = sDealerCards & arrSource(iCountCardOut,0) & ","
iDealerPoints = iDealerPoints + arrSource(iCountCardOut,1)

iCountCardOut = iCountCardOut + 1

End Function

' -----
Private Function EchoCards(strCards, gTyp)

Dim arrstrCards, iCount

strCards = Left(strCards, Len(strCards) - 1)

If IsArray(arrstrCards) then Erase arrstrCards

arrstrCards = Split(strCards, ",", -1, 1)

Select Case gTyp

Case "Player"
wscript.echo "Your cards:"
Case "Dealer"
wscript.echo "Dealer's cards:"
End Select

For iCount = 0 to Ubound(arrstrCards)

wscript.echo arrstrCards(iCount)

Next

wscript.echo ""
strCards = strCards & ","

End Function
```

## Content of 2008 Scripting Games Advanced VBScript Event 10.vbs ( Site 3 )

```
' .....  
Private Function MixArray(arrSource)  
Dim iCount  
Dim iMix  
Dim tmpField, tmpField2  
  
For iCount = 0 to Ubound(arrSource)  
  
iMix = RadomeInt(52) - 1  
  
tmpField = arrSource(iMix,0)  
tmpField2 = arrSource(iMix,1)  
  
arrSource(iMix,0) = arrSource(iCount,0)  
arrSource(iMix,1) = arrSource(iCount,1)  
  
arrSource(iCount,0) = tmpField  
arrSource(iCount,1) = tmpField2  
Next  
  
End Function  
  
' .....  
Private Function GetCardScore(sCardName)  
  
Select Case sCardName  
  
Case "Two"  
GetCardScore = 2  
  
Case "Three"  
GetCardScore = 3  
  
Case "Four"  
GetCardScore = 4  
  
Case "Five"  
GetCardScore = 5  
  
Case "Six"  
GetCardScore = 6  
  
Case "Seven"  
GetCardScore = 7  
  
Case "Eight"  
GetCardScore = 8  
  
Case "Nine"  
GetCardScore = 9  
  
Case "Jack","Queen","King", "Ten"  
GetCardScore = 10  
  
Case "Ace"  
GetCardScore = 11  
  
End Select  
  
End Function  
  
' .....  
Private Function RadomeInt(iMax)  
  
Randomize  
RadomeInt = Int((iMax * Rnd) + 1)  
  
End Function
```