

## main

```
BridgeGame bGame;  
bGame.playGame();
```

```
class Card {  
    methods:  
        gets and sets  
    data:  
        CardSuit suit;  
        int value;  
};
```

```
class Deck {  
    methods:  
        gets and sets  
        shuffle  
    data:  
        array of Cards  
};
```

```
class BridgePlayer {  
    methods:  
        gets and sets  
        makeBid  
        playCard  
        evalHand  
    data:  
        card Hand is array of Cards  
        number of cards in a hand  
        person  
};
```

```
class BridgeGame {  
    methods:  
        gets and sets  
        playGame  
        deal  
        figureWhoWinsBid  
        determineWhoWinRound  
        determineWhoWinHand  
    data:  
        Deck theDeck;  
        BridgePlayer thePlayers[SIZE];  
        int numOfPlayers;  
};
```

```
void BridgeGame::playGame() {  
    theDeck.shuffle();  
    deal(thePlayers, numOfPlayers);  
  
    BridgePlayer winner;  
    Winner = figureWhoWinsBid();    // loop with players bidding until all pass  
  
    loop to play hand {  
        for(int i = 0; i < numOfPlayers; i++) {    // one round  
            card = thePlayers[i].playCard();  
            handle card  
        }  
        determineWhoWinRound();  
        handle win    // count the win  
    }  
    determineWhoWinHand();  
}
```