

A revised submission of simple made-up game.

There is one "quirk" not yet fixed: when selecting the last card in a row, clicking outside the area of a normal card lap will cause an error.

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'KenoCard by jaba
'Sept 09, 2011
'Rev. 1

'This program uses the qcard32.dll which must be in the same folder as
this
'program.

dim card(52)                'card index for full deck before shuffle
dim x(52), y(52)
dim d(20)
dim cs(7)

nomainwin
    WindowWidth=750:WindowHeight=600
    UpperLeftX=1:UpperLeftY=1

    menu #1, "&File", "P&lay again", [start],"E&xit", [quit]
    graphicbox #1.g, 0, 0, 750, 570
    open "KenoCard Game" for window_nf as #1
    #1 "trapclose [quit]"

    hBox=hWnd(#1.g)

    open "qcard32.dll " for dll as #qc
    call InitializeDeck hBox

[start]
    #1.g "cls"
    cnt = 0
    cardSelected = 0
    redim cs(7)
    #1.g "font arial 12 bold;color black"
    #1.g "down; fill 10 225 127"
    #1.g "backcolor 10 225 127;place 20 20;\PLAY KENOCARD - ";_
        "Click to select 7 cards. ";_
        "3 or more matches and you win!"
[fillCardArray]
    for i = 1 to 52
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        card(i)=i      ':print card(i)
    next

[shuffleCards]
    for i = 1 to 52
        newIndex=int(rnd(0)*52)+1
        tempCard=card(i)
        card(i)=card(newIndex)
        card(newIndex)=tempCard
    next

[dealDeck]
    y=30
    j=0
    for i = 1 to 52
        j=j+1
        call SetCardStatus card(i), 1
        call DealCard hBox, card(i), j*24, y
        x(i)=j*24:y(i)=y

        call Pause 20
        if i mod 26 = 0 then y = y+110:j=0
    next i

    gosub [drawBoxes]

    #1.g "setfocus; when leftButtonDown [selectCard]"
    wait

[drawBoxes]
    #1.g "color yellow; size 2"
    h=80:y=266
    for i = 1 to 7
        x=i*h
        #1.g "place ";x;" "; y
        #1.g "box ";x+76;" ";y+104
    next i
    return

[selectCard]
    mx=MouseX:my=MouseY
    'if mouse is within visible part of card, get
    ' that card's index
    if my > 30 AND my < 130 then

        for i = 1 to 26
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        if mx >x(i) AND mx <x(i)+24 then
            cardSelected=card(i)
            exit for
        end if
    next i
end if

if my > 140 AND my < 240 then

    for i = 27 to 52
        if mx >x(i) AND mx <x(i)+24 then
            cardSelected=card(i)
            exit for
        end if
    next i
end if

'check if user selects same card more than once
gosub [checkDoubles]
if dbl then wait

'count number of selections
cnt=cnt+1

#l.g "place 24 260;color black;\ ";7-cnt
cs(cnt)=cardSelected

call SetCardStatus cs(cnt), 1
call DealCard hBox, cs(cnt), ((cnt)*80)+2, 270
call Pause 20

if cnt=7 then [stopSelecting]

wait

[stopSelecting]
#l.g "place 30 410;color yellow;\Please wait..."
#l.g "setfocus; when leftButtonDown"

call Pause 1000

cnt=0
for i = 1 to 52
    newIndex=int(rnd(0)*52)+1
    tempCard=card(i)
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        card(i)=card(newIndex)
        card(newIndex)=tempCard
    next

    for i = 1 to 20
        call SetCardStatus card(i), 1
        call DealCard hBox, card(i), i*31, 420 '24
        call Pause 20
        for j = 1 to 7
            if card(i)=cs(j) then cnt=cnt+1
        next j
    next i
    #l.g "place 30 535;color black"
    #l.g "\You got " ;cnt; " matches."
    if cnt >2 then
        gosub [youWin]
    else
        gosub [youLose]
    end if

    goto [playagain]
wait

[youWin]
    #l.g "place 280 400;font arial 20 bold;color red;\YOU WIN!!"
    return

[youLose]
    #l.g "place 280 400;font arial 20 bold;color black;\YOU LOSE!!"
    return

[checkDoubles]
    dbl=0
    for k = 1 to cnt
        if cardSelected = cs(cnt) then
            notice "Please make another selection."
            dbl=1
            cardSelected = 0
        end if
    next k
    return

[playagain]
    timer 1000, [ok]
    wait
    [ok]
```

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timer o

confirm "Play again?";yn$
if yn$ = "yes" then goto [start]

[quit]
close #qc
close #l
end

'=====
'subs and functions
'=====

sub Pause ms
    'pause ms number of milliseconds
    callDll #kernel32, "Sleep",_
    ms as long,_
    re as void
end sub

sub InitializeDeck hndle
    callDll #qc, "InitializeDeck",_
    hndle as ulong,_
    r as long
end sub

sub DealCard hndle,nC,x,y
    'places cards on window whose handle is hndle at x,y
    'nC is number of card - 1-52 in first deck and
    '53-104 in second deck, if used
    callDll #qc, "DealCard",_
    hndle as ulong,_
    nC as long,_
    x as long,_
    y as long,_
    r as void
end sub

sub SetCardStatus nC, face
    'nC is number of card - 1-52 in first deck and
    '53-104 in second deck if used
    'face: 0=facedown, 1=faceup
    callDll #qc, "SetCardStatus",_
    nC as long,_
    face as long,_
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r as void  
end sub
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