

Component C. Personalized Project Reference.**Procedure:**

i.

```
def cardlogic(c1, c2, c3, c4):  
    if c1 == c2:  
        if c2 == c3:  
            if c3 == c4:  
                pass  
            else:  
                return cHand[3]  
        else:  
            return cHand[2]  
    else:  
        return cHand[1]
```

ii.

```
def computerPlay():  
    global running  
    global runtimer  
    if running == True:  
        if runtimer == False:  
            result = cardlogic(cHand[0], cHand[1], cHand[2], cHand[3])  
            if result == cHand[1]:  
                computerChangeCard(cHand[1])  
                print("Comp " + str(cHand))  
                playAgain()  
            elif result == cHand[2]:  
                computerChangeCard(cHand[2])  
                print("Comp " + str(cHand))  
                playAgain()  
            elif result == cHand[3]:  
                computerChangeCard(cHand[3])  
                print("Comp " + str(cHand))  
                playAgain()
```

List:

i.

```
def deck():
    values = ["2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack", "Queen",
"King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack", "Queen",
"King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack", "Queen",
"King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack", "Queen",
"King", "Ace"]
    random.shuffle(values)
    return values[0]
    values.pop(0)
    if len(values) == 0:
        values.append("2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack",
"Queen", "King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack",
"Queen", "King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack",
"Queen", "King", "Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack",
"Queen", "King", "Ace")
```

ii.

```
def computerHand():
    global cHand
    cHand = []
    cCard1 = deck()
    cCard2 = deck()
    cCard3 = deck()
    cCard4 = deck()
    cHand.append(cCard1)
    cHand.append(cCard2)
    cHand.append(cCard3)
    cHand.append(cCard4)
```