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CMPE 230 Systems Programming
Homework 3 (due Dec. 16th)
 (This project can be done in groups of 2)

In this project, you will implement a game known as “Card Match” or “Pairs” using QT. The objective of the game is to turn over pairs of matching cards. The game will be developed for two persons. The GUI may look like the following :

Card Match Game					
	Player1	Player2		Game No: 3	New Game
Score	3	4		Highest Score: 12	Prev. Results
Time (secs)	10	20			Next Results
?	?	?	?	?	
	cat	?	?	?	?
?	?		?	?	?
?	?	?	?	bird	?
?		?	?	?	?

The button widgets (shown in blue) are :

- New game: starts a new game
- Prev. Results / Next Results : Show the previous/next results.
- The 6 x 5 array of cards which can be clicked to turn over.

The score field will display the number of matchings for each player. The time will display the cumulative time spent by each player for making his/her moves. For simplicity, you can assume that previous results and highest score will be stored in memory for the current program run (i.e. you do not need to save previous results and highest score on disk when you terminate your program).

You can implement the project using words (texts) as cards. If you implement cards using pictures, you will earn 10% extra credit.



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