

Forum:[Hack Forums](#)

Thread: [Poker Library \(Make your own poker game\)](#)

Barret - February 5, 2017, 9:37 pm

Poker Library

This library would be a good start if you decide to make a poker game.

shuffle algorithms

[Fisher Yates](#)

[Knuth's Shuffle](#)

The github source is subject to change and new features and may differ from this example.

Github link: <https://github.com/TheBarret/GameLibrary>

Have fun :D -B

Cecilia - February 5, 2017, 9:50 pm

That's a pretty neat library.

Interesting to see different things on HF.

Is there any plan to make more for different games?

May I also suggest that you use/fix the Git Ignore? It's kinda not ideal to have some items on the github.

I'm no git expert but it'd make it a bit nicer.

phunted - February 5, 2017, 9:51 pm

This is quite neat dude!

Do you have any other projects we could see?

Barret - February 5, 2017, 9:55 pm

(Feb 5, 2017 10:51 PM)Millie Brown Wrote: [\[CITE\]](#) This is quite neat dude!

Do you have any other projects we could see?

Im not that fast :P i just do whatever crosses my path. ?

phunted - February 5, 2017, 9:56 pm

(Feb 5, 2017 10:55 PM)Barret Wrote: [\[CITE\]](#) Im not that fast :P i just do whatever crosses my path. ?
Just joined, will chat around there often!

Barret - February 6, 2017, 10:53 am

If you wonder what happens if two players have identical hands (except suit ofc), one should use the `HandValue()` function to get a definitive winner, if this turns out to be same, it would be a draw.

Ninja - February 6, 2017, 11:17 am

You should clean the solution before uploading to GitHub and put the DLL under Releases.

Anyways, since there are a ton of card games it would be nice if you made a lib to handle and shuffle cards and shit like that, so that it would be easy to build games on top of.

The code looks good nonetheless, I can't really find much I have a comment on.

For this part:

<https://github.com/TheBarret/Poker.Library/blob/master/Poker/Hand.vb>

Can't you use a switch statement instead of a ton of else if statements? I think you could even use reflection to slim the code down and make it more dynamic.

Barret - February 6, 2017, 11:29 am

(Feb 6, 2017 12:17 PM)Ninja Wrote: [\[CITE\]](#) You should clean the solution before uploading to GitHub and put the DLL under Releases.

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Define "clean" in solution?

Ninja - February 6, 2017, 11:33 am

(Feb 6, 2017 12:29 PM)Barret Wrote: [\[CITE\]](#) Define "clean" in solution?

Right click the solution in VS and click on "Clean Solution". It deletes the contents of the debug and release folder and all that.

Barret - February 6, 2017, 11:39 am

(Feb 6, 2017 12:33 PM)Ninja Wrote: [\[CITE\]](#) Right click the solution in VS and click on "Clean Solution". It deletes the contents of the debug and release folder and all that.

Not one of my main priorities to be honest.

Ninja - February 6, 2017, 12:02 pm

(Feb 6, 2017 12:39 PM)Barret Wrote: [\[CITE\]](#) Not one of my main priorities to be honest.

I am just saying. It's no big deal.

ubbelol - February 6, 2017, 2:44 pm

(Feb 6, 2017 12:33 PM)Ninja Wrote: [\[CITE\]](#) Right click the solution in VS and click on "Clean Solution". It deletes the contents of the debug and release folder and all that.

Those folders shouldn't even be tracked in the first place. Gitignore is the solution to this.

@Barret I see you have a gitignore in your repo, but it is quite lacking. ;p You can just use one of the templates from <https://github.com/github/gitignore> for easy use. Visual studio gitignore:

<https://github.com/github/gitignore/blob/master/VisualStudio.gitignore>

Barret - February 6, 2017, 2:47 pm

(Feb 6, 2017 03:44 PM)ubbelol Wrote: [\[CITE\]](#) Those folders shouldn't even be tracked in the first place. Gitignores is the solution to this.

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sigh, why is this such a problem? I mean really, are we arguing over a folder that contains a few files that nobody would use or bother.

ubbelol - February 6, 2017, 2:56 pm

(Feb 6, 2017 03:47 PM)Barret Wrote: [\[CITE\]](#) *sigh*, why is this such a problem? I mean really, are we arguing over a folder that contains a few files that nobody would use or bother.

Its not really a problem for small projects like this no. It starts becoming an issue when you have a ton of nuget packages or copying a bunch of stuff into bin folders etc.

Either way, shouldn't be too much work just copying in the premade gitignore into a folder before pushing it to github when doing a new project. :)

Barret - February 6, 2017, 3:04 pm

(Feb 6, 2017 03:56 PM)ubbelol Wrote: [\[CITE\]](#) Its not really a problem for small projects like this no. It starts becoming an issue when you have a ton of nuget packages or copying a bunch of stuff into bin folders etc.

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Alright let me clarify this real quick and straight, i never wanted to use github, but you guys insisted, so i did. Now you guys want me to go over small details that i really don't give a damn about. It seem almost you guys are looking for something minor and then start a whole conversation about that small detail that is not even vital to know and i bet not even half the ppl here that downloaded the source noticed that detail until you came along and started to blow this stuff up over nothing. So stop it, i dont care and if starts to be a problem ill solve it there and then, but for the love of god stop ant fucking my threads. Agreed?

SIM-1847363 - February 6, 2017, 5:48 pm

Use github my boi; don't worry about what other people say them haters be potatoes.

Ninja - February 6, 2017, 6:58 pm

(Feb 6, 2017 06:48 PM)Kevin. Wrote: [\[CITE\]](#) Use github my boi; don't worry about what other people say them haters be potatoes.

He is using GitHub, can't you see you illiterate chimp?

(Feb 6, 2017 04:04 PM)Barret Wrote: [\[CITE\]](#) Alright let me clarify this real quick and straight, i never wanted to use github, but you guys insisted, so i did. Now you guys want me to go over small details that i really don't give a damn about. It seem almost you guys are looking for something minor and then start a whole conversation about that small detail that is not even vital to know and i bet not even half the ppl here that downloaded the source noticed that detail until you came along and started to blow this stuff up over nothing. So stop it, i dont care and if starts to be a problem ill solve it there and then, but for the love of god stop ant fucking my threads. Agreed?

It's just a simple tip, don't be so hostile. No one cares we just suggested it...

Barret - February 7, 2017, 8:26 am

Alright i updated the repo with some new features and fixes, it now has a PokerTable control that shows a hand.

Ninja - February 7, 2017, 10:12 am

(Feb 7, 2017 09:26 AM)Barret Wrote: [\[CITE\]](#) Alright i updated the repo with some new features and fixes, it now has a PokerTable control that shows a hand.
Integrate PayPal and rig the house.

Barret - February 7, 2017, 12:50 pm

Added a new core feature, function that creates permutations of all combinations between two entities.

This sounds difficult perhaps, assume the following:

You have you (Player) and then the table (dealer) and once the turns our set out (dealer adds cards on the table),
you can have combinations between your cards and the ones on the table.

This function does this for you and returns the best combination (ComboHand class) that contains everything you need.

ubbelol - February 7, 2017, 12:55 pm

(Feb 7, 2017 01:50 PM)Barret Wrote: [\[CITE\]](#) Added a new core feature, function that creates permutations of all combinations between two entities.

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you can have combinations between your cards and the ones on the table.

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Nice update. Good to see a repo that's actually updated.

Barret - February 7, 2017, 1:05 pm

(Feb 7, 2017 01:55 PM)ubbelol Wrote: [\[CITE\]](#) Nice update. Good to see a repo that's actually updated.

Yeah i had some trouble figuring out the best way of doing an effective List(Of T) combination comparer. Seems there are a few out (With/Without repetition) there but i found an example that was simple and small but exactly what i needed.

Cheese Doober - March 15, 2017, 8:26 am

I'm currently at school but when I get home I want to look at this

Barret - March 15, 2017, 11:05 am

(Mar 15, 2017 08:26 AM)paradox1513 Wrote: [\[CITE\]](#) I'm currently at school but when I get home I want to look at this

? Dont expect much of it, this engine is "as" just for 5 card draw poker at the moment.

Visual Freedom - March 15, 2017, 2:23 pm

What about extending this project with a cloud based multiplayer mode?

Barret - March 15, 2017, 3:10 pm

(Mar 15, 2017 02:23 PM)Visual Freedom Wrote: [\[CITE\]](#) What about extending this project with a cloud based multiplayer mode?

i stopped the project currently, but ur free to fork it :P

mircel - January 25, 2019, 7:55 am

I will contribute to this project. It seems like a fun one for geeks like me haha.

HeadHoncho - January 28, 2019, 2:09 pm

Cool idea. Sorry to hear you took a break on it.. Gonna check this library out some more.