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// PokerGen.cpp - GENERATE THE POKER FILES
//
// MAINTENANCE HISTORY
// DATE      PROGRAMMER AND DETAILS
// 29-09-16 MPF Original
// 01-11-16 SYW Seed random number generator
//
//-----

#include <iostream>      // C++ I/O stream declaration
#include <time.h>        // Time functions
using namespace std;

//-----

// MAIN LINE

int
main (
    int     argc,        // Argument count
    char    *argv[]     // Argument value
{
    long    n;          // Number of players
    long    i;          // General purpose index

    static const char SUIT_ARR[] = {
        'd', 'c', 'h', 's'
    };
    static const size_t SUIT_CNT = sizeof(SUIT_ARR)/sizeof(SUIT_ARR[0]);

    static const char RANK_ARR[] = {
        '2', '3', '4', '5', '6', '7', '8', '9', 'X', 'J', 'Q', 'K', 'A'
    };
    static const size_t RANK_CNT = sizeof(RANK_ARR)/sizeof(RANK_ARR[0]);

    srand (time(NULL));
    n = rand() % 1000 + 200;
    for (i = 0; i < n; i++) {
        cout    << RANK_ARR[rand() % RANK_CNT]
                << SUIT_ARR[rand() % SUIT_CNT]
                << ' '
                << RANK_ARR[rand() % RANK_CNT]
                << SUIT_ARR[rand() % SUIT_CNT]
                << ' '
                << RANK_ARR[rand() % RANK_CNT]
                << SUIT_ARR[rand() % SUIT_CNT]
                << '\n';
    }
}

```