

Whist 2.0

Whist 2.0 is an open source whist program for Shen Professional (SP) designed to provide an example of how graphical programs can be written in SP. The program is 679 lines with comments. The predecessor, Whist 1.0 played legal but mediocre whist. Whist 2.0 plays an average game. As a good card player I still beat 2.0 nearly 5:3.

The download contains a file whist.zip which expands into a directory containing the files whist2.0.shen and a directory PNG-cards-1.3 of PNG images for the cards.

How to Run Whist 2.0

You need first to edit the global variable `*carddir*` in whist2.0.shen which says where the PNG images are stored. By default it has this setting in Windows.

```
(set *carddir* "C:/Users/User/Desktop/Whist/PNG-cards-1.3/")
```

Before you can load this program you need to load the two plugins STE and Tktypes from SP. Then just load the whist2.0.shen file into Shen in the usual way with type checking on - if you like.

How to Play Whist 2.0

To begin click on whist 2.0. The rules are for two man whist with no trumps. Each player is dealt 13 cards. You cut for lead; ace high, high calls. The leader can play any card; the follower has to follow in suit if possible. If the follower cannot follow suit he can discard any card but he loses the trick. The winner is the player who plays a card in suit which is the highest of the two. Ace is high. The winner of the last trick becomes the leader of the next. At the end of the game, the person with the most tricks wins. The games won and lost are recorded in files and carry over from sessions.

One bad thing to do is to kill the program without finishing the game. Finish the game and then kill the window.