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'Aaron Pavao
'20 November 2015
'Oicho-Kabu
'A simplified version of the popular Japanese game.
'Put on my raving shoes and I boarded a plane.
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Public Class frmOichoKabu
    Private intPWins, intDWins, intDraws As Integer
    Private intPScore As Integer

    Private Sub frmOichoKabu_Load(sender As Object, e As EventArgs) Handles MyBase.Load
        Randomize()
        ResetGame()
    End Sub

    Sub ResetGame()
        lblPCard1.Visible = False
        lblPcard2.Visible = False
        lblPCard3.Visible = False
        lblDCard1.Visible = False
        lblDCard2.Visible = False
        lblDCard3.Visible = False
        lblPScoreLabel.Visible = False
        lblPScore.Visible = False
        lblDScore.Visible = False
        lblDScoreLabel.Visible = False
        btnDeal.Visible = True
        btnHit.Visible = False
        btnStand.Visible = False
    End Sub

    Private Sub btnDeal_Click(sender As Object, e As EventArgs) Handles btnDeal.Click
        btnDeal.Visible = False
        intPScore = Deal(lblPCard1) + Deal(lblPcard2)
        intPScore = intPScore Mod 10
        lblPScore.Text = intPScore
        lblPScore.Visible = True
        lblPScoreLabel.Visible = True
        btnHit.Visible = True
        btnStand.Visible = True
    End Sub

    Function Deal(ByRef lblCard As Label) As Integer
        Dim intVal As Integer
        intVal = Int(Rnd() * 10) + 1
        lblCard.Text = intVal
        lblCard.Visible = True
        Return intVal
    End Function

    Sub DealerTurn()
        Dim intDScore As Integer

        btnHit.Visible = False
        btnStand.Visible = False

        intDScore = Deal(lblDCard1) + Deal(lblDCard2)
        intDScore = intDScore Mod 10
        lblDScore.Text = intDScore
        lblDScore.Visible = True
        lblDScoreLabel.Visible = True
    End Sub
End Class
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If intDScore < 7 Then
    If intDScore <= 3 Then 'If intDScore < 3 Or intDScore <= intPScore Then
        intDScore += Deal(lblDCard3)
        intDScore = intDScore Mod 10
        lblDScore.Text = intDScore
    ElseIf intDScore <= intPScore Then
        intDScore += Deal(lblDCard3)
        intDScore = intDScore Mod 10
        lblDScore.Text = intDScore
    End If
End If

If intPScore > intDScore Then
    MsgBox("You win.", , "WINNER")
    intPWins += 1
    lblPWins.Text = intPWins
ElseIf intPScore < intDScore Then
    MsgBox("You lose.", , "LOSER")
    intDWins += 1
    lblDWins.Text = intDWins
Else
    MsgBox("It's a draw.", , "DRAW")
    intDraws += 1
    lblDraws.Text = intDraws
End If

ResetGame()

End Sub

Private Sub btnStand_Click(sender As Object, e As EventArgs) Handles btnStand.Click
    DealerTurn()
End Sub

Private Sub btnHit_Click(sender As Object, e As EventArgs) Handles btnHit.Click
    intPScore += Deal(lblPCard3)
    intPScore = intPScore Mod 10
    lblPScore.Text = intPScore
    DealerTurn()
End Sub

End Class

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