

Program start



set top light color



Initialization

count with **cardNumber** from **1** to **numberOfCards** by **1**

do

Identify the Card

Set Top Light to the Color of the Suit



say number

cardNumber

Move to the Correct Suit Intersection

Beep at the Intersection

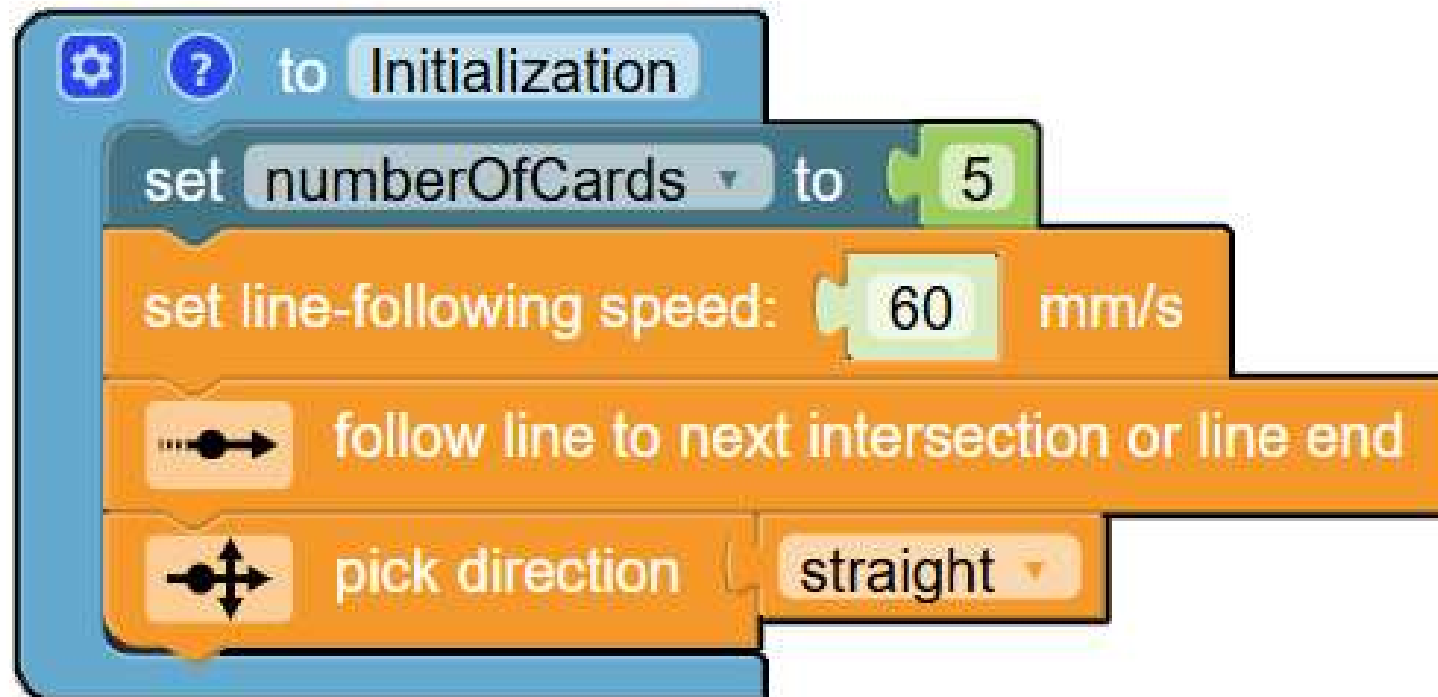
Display Card within Suit Message

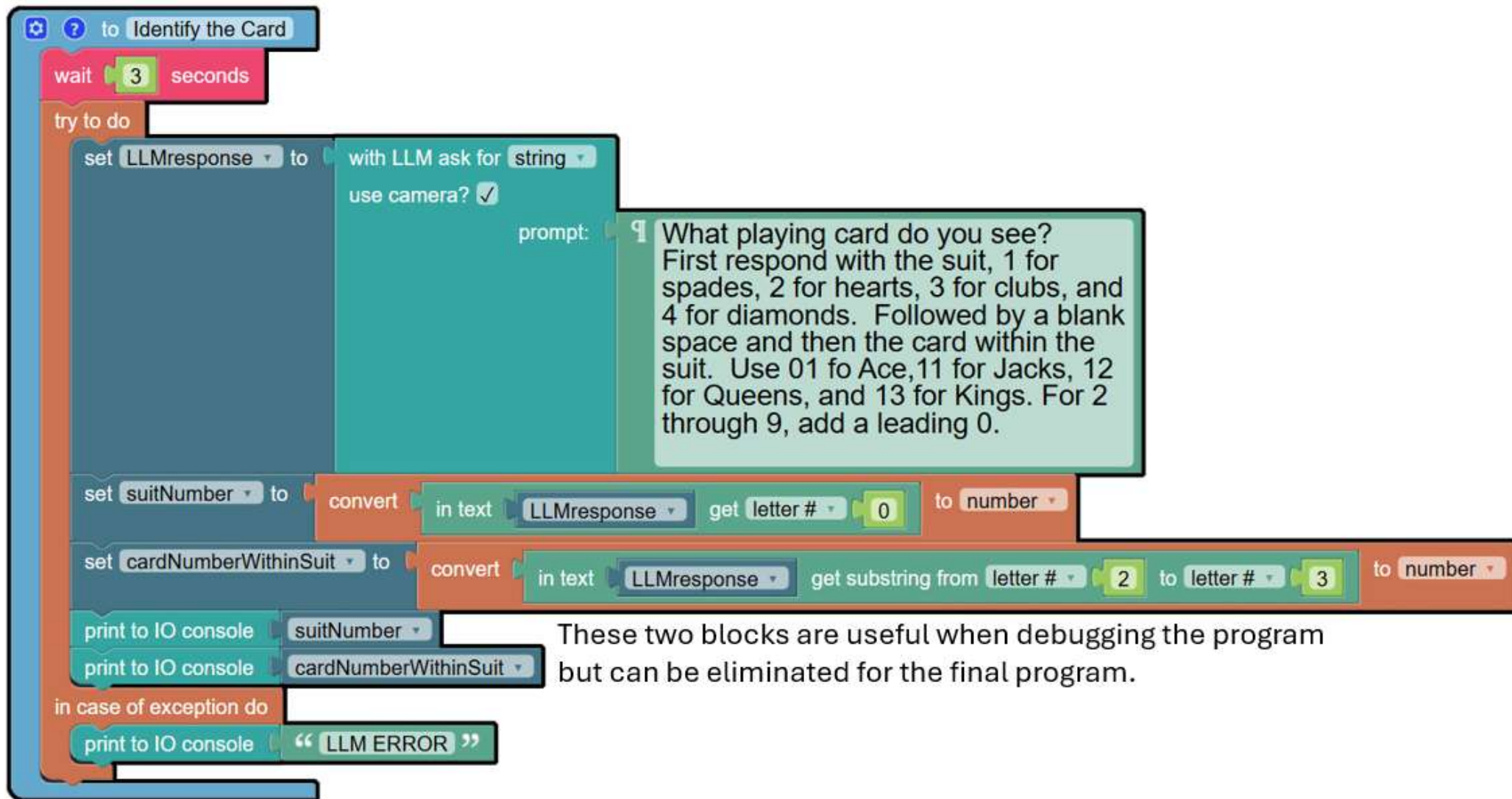
Return to the Home Position



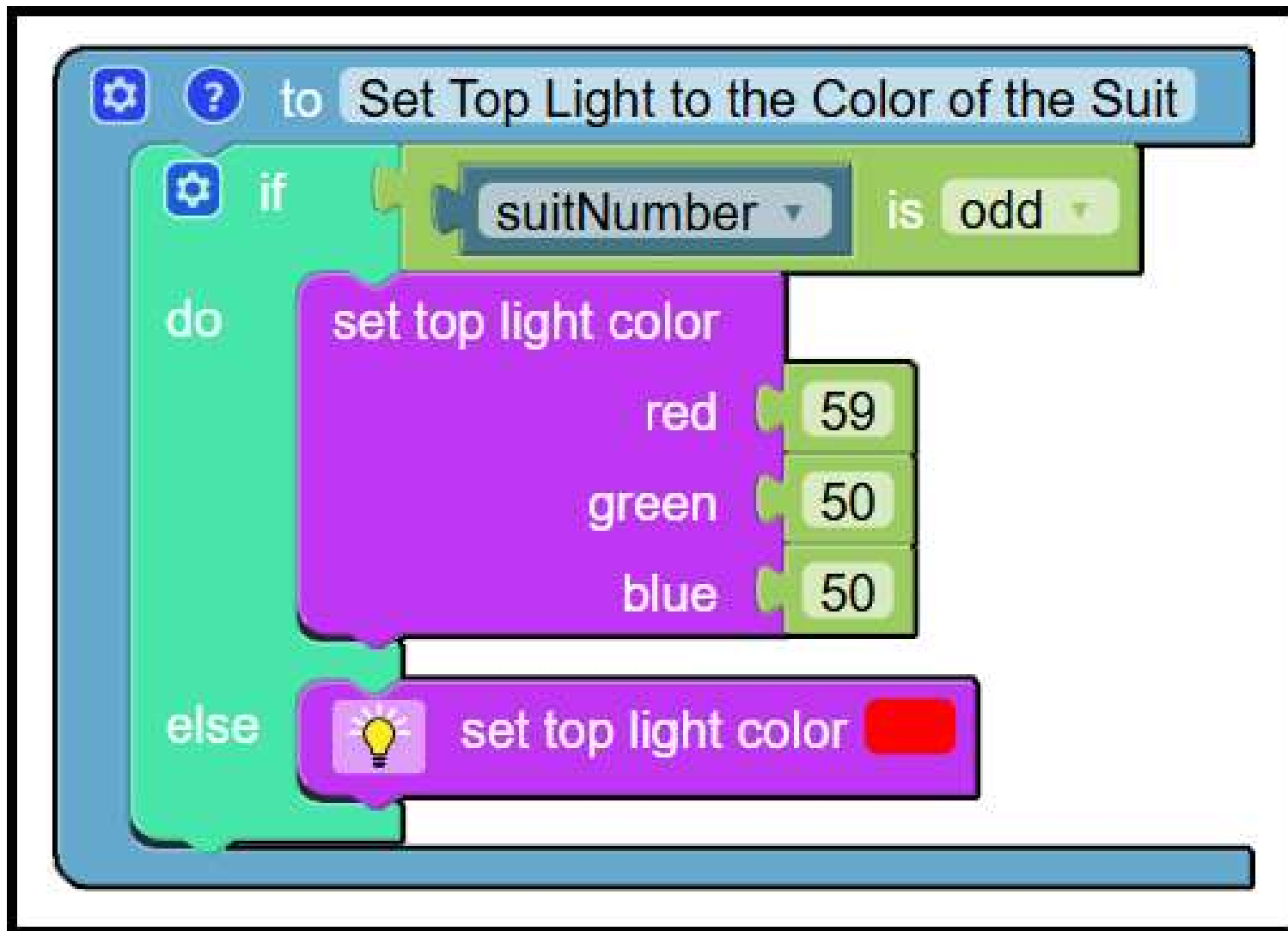
set top light color

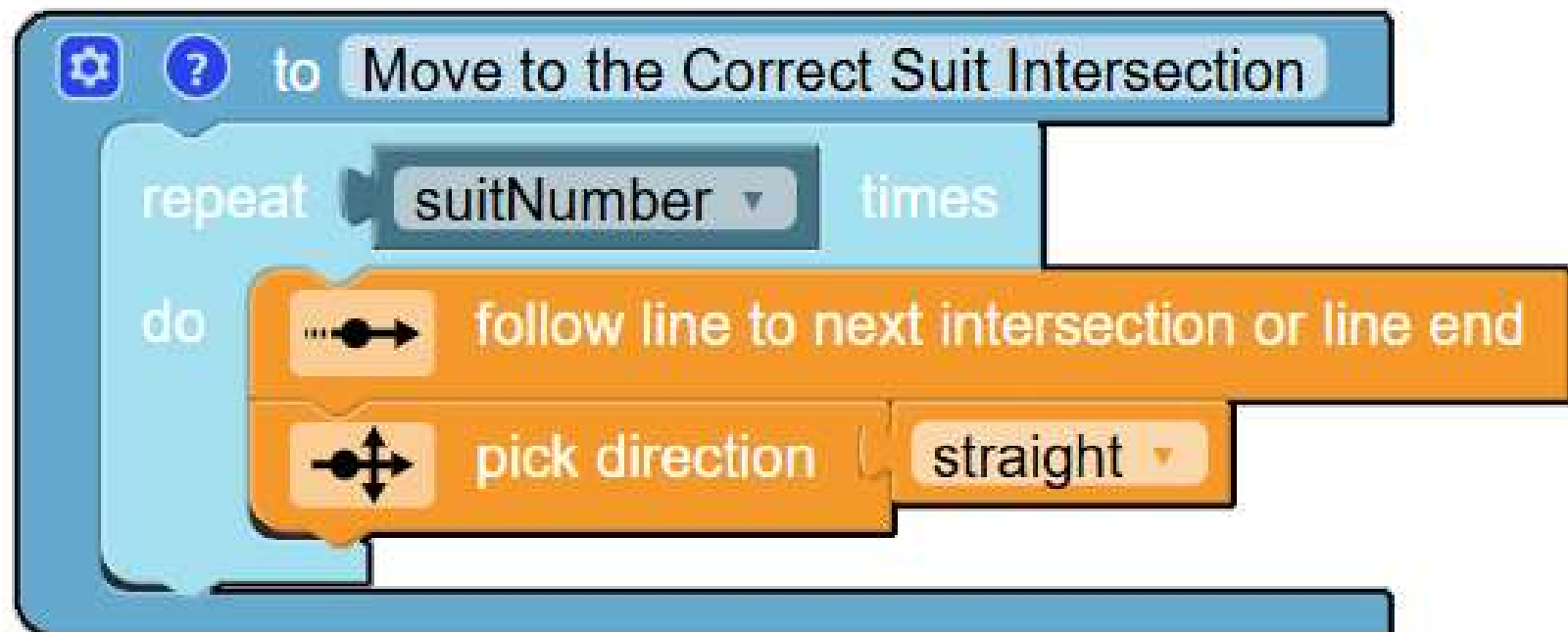


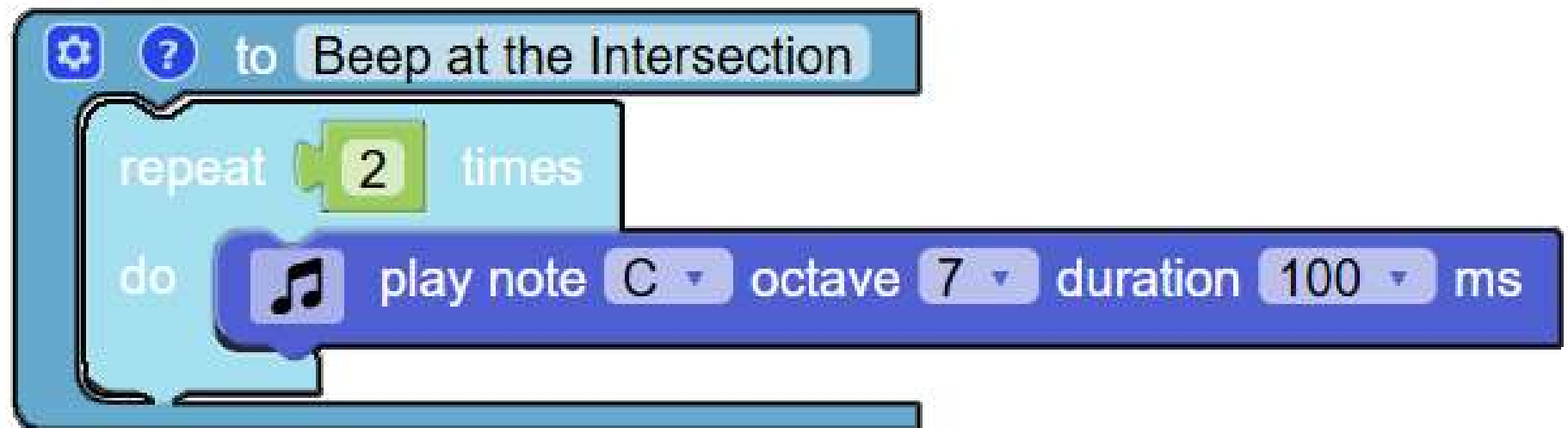




These two blocks are useful when debugging the program but can be eliminated for the final program.







to Display Card within Suit Message

set Num to cardNumberWithinSuit

if Num $\geq$ 2 and Num $\leq$ 10

do print message Num

else if Num = 1

do print message "Ace"

else if Num = 11

do print message "Jack"

else if Num = 12

do print message "Queen"

else print message "King"

