Draw Card & Random Number Algorithm

Draw Card

1. Declare two variables one would be an array cardcount and other times in the heading of drawcard sub procedure.
2. Declare two random number generators
3. In the for loop 1 to times, assign random number (2,11) and cardcount (random number) +=1
4. In showCards sub declare card count array in heading.
5. Use for loop for cardpos = 2 t0 10 and assign label all the answers.
6. In button click event, declare time. Assign text box to time in try catch block. Declare cardcount array (11).
7. Call both sub procedures.

RandomNums

1. Declare high and low variables globally.
2. Write sub procedure generateNums and declare arrary genNumArr in heading
3. Declare gen variable.
4. Write for loop num = 0 to genNumArr.length-1
5. Assign genNumArr (num) the random number range.
6. In showNum sub, declare same array with byval.
7. Use for each loop for array.
8. Add it in the list box.
9. In findLowHigh sub, declare same array and two more byref variables, high and low.
10. Sort the array.
11. Assign low the first index value
12. Assign high array. Length – 1.
13. Under button high click display high number.
14. Under button low click display low number in label.