

The goal of this thesis is to create two programmes: The bridge card game Simulator and the bridge bidding system Editor. The thesis describes the characteristics of both programmes as well as the correct usage of the Editor in order to create userdefined bidding system. From the programmer's point of view, the thesis in detail describes the chosen data-structures and the chosen algorithmical solution. Simultaneously we discuss the possibilities of further extensions and upgrades. The work also briefly speaks about the problematic of bridge play, describes the solutions used in commercial bridge products and summarizes the most common ways of implementing the bridge play.