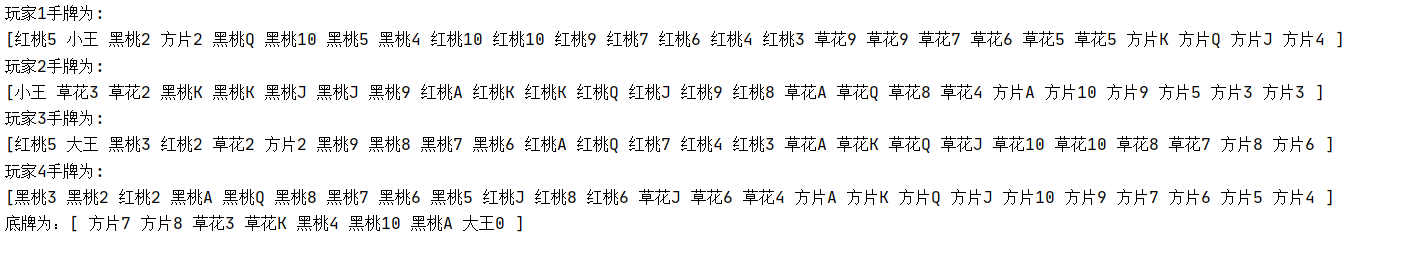
运行结果：



代码：

1. **package** test;
3. **import** java.util.ArrayList;
4. **import** java.util.Collections;
5. **import** java.util.List;
7. **public** **class** PokerGame  {
8. **public** List<Card> pokerCards;
9. **public** List<Player> players;
11. **public** PokerGame(){
12. pokerCards = **new** ArrayList<Card>();
13. players = **new** ArrayList<Player>();
14. }
16. //显示扑克牌List
17. **public** **void** showPokeCards(){
18. System.out.print("为：[ ");
19. **for** (Card c : pokerCards) {
20. System.out.print(c.color+c.num+" ");
21. }
22. System.out.println("]");
23. }
24. //显示玩家List
25. **public** **void** showPlayers(){
26. System.out.print("玩家列表为：[");
27. **for**(Player player: players){
28. System.out.print(player.getName()+" ");
29. }
30. System.out.println("]");
31. }
32. //显示玩家的手牌
33. **public** **void** showPlayerCards(Player player){
34. System.out.println(player.getName()+"手牌为:");
35. Collections.sort(player.cards);
36. Collections.reverse(player.cards);
37. System.out.print("[");
38. **for**(Card c: player.cards){
39. **if**(c.getColor().equals("红桃") && c.getNum().equals("5")){
40. System.out.print("红桃5"+" ");
41. }
42. }
43. **for**(Card c: player.cards){
44. **if**(c.getColor().equals("大王")){
45. System.out.print("大王"+" ");
46. }
47. }
48. **for**(Card c: player.cards){
49. **if**(c.getColor().equals("小王")){
50. System.out.print("小王"+" ");
51. }
52. }
53. **for**(Card c: player.cards){
54. **if**(c.getColor().equals("黑桃") && c.getNum().equals("3")){
55. System.out.print("黑桃3"+" ");
56. }
57. }
58. **for**(Card c: player.cards){
59. **if**(c.getColor().equals("草花") && c.getNum().equals("3")){
60. System.out.print("草花3"+" ");
61. }
62. }
63. **for**(Card c: player.cards){
64. **if**(c.getColor().equals("黑桃") && c.getNum().equals("2")){
65. System.out.print("黑桃2"+" ");
66. }
67. }
68. **for**(Card c: player.cards){
69. **if**(c.getColor().equals("红桃") && c.getNum().equals("2")){
70. System.out.print("红桃2"+" ");
71. }
72. }
73. **for**(Card c: player.cards){
74. **if**(c.getColor().equals("草花") && c.getNum().equals("2")){
75. System.out.print("草花2"+" ");
76. }
77. }
78. **for**(Card c: player.cards){
79. **if**(c.getColor().equals("方片") && c.getNum().equals("2")){
80. System.out.print("方片2"+" ");
81. }
82. }
83. **for**(Card c: player.cards){
84. **if**((c.getColor().equals("红桃") && c.getNum().equals("5"))||c.getColor().equals("大王")||c.getColor().equals("小王")||(c.getColor().equals("黑桃") && c.getNum().equals("3"))
85. ||c.getColor().equals("草花") && c.getNum().equals("3")||c.getColor().equals("黑桃") && c.getNum().equals("2")
86. ||c.getColor().equals("红桃") && c.getNum().equals("2")||c.getColor().equals("草花") && c.getNum().equals("2")||c.getColor().equals("方片") && c.getNum().equals("2")){
87. **continue**;
88. }
89. System.out.print(c.getColor()+c.getNum()+" ");
90. }
91. System.out.print("]");
92. System.out.println();
93. }
94. //显示底牌
95. **public** **void** showBottonCards(){
96. Collections.sort(pokerCards);
97. System.out.print("底牌");
98. showPokeCards();
99. }
100. //初始化玩家列表
101. **public**  **void** initPlayers(){
102. System.out.println("初始化玩家…………");
103. Player player1 = **new** Player(1,"玩家1");
104. Player player2 = **new** Player(2,"玩家2");
105. Player player3 = **new** Player(3,"玩家3");
106. Player player4 = **new** Player(4,"玩家4");
107. players.add(player1);
108. players.add(player2);
109. players.add(player3);
110. players.add(player4);
111. System.out.println("初始化玩家结束…………");
112. }
114. //初始化两副扑克牌
115. **public** **void** initCard(){
116. System.out.println("初始化扑克牌…………");
117. String[] colors = {"黑桃","红桃","草花","方片"};
118. String[] nums = {"2","3","4","5","6","7","8","9","10","J","Q","K","A"};
119. **for**(**int** i = 0; i < 2; i++){
120. **for** (String color : colors) {
121. **for**(String num : nums) {
122. pokerCards.add(**new** Card(color, num));
123. }
124. }
125. pokerCards.add(**new** Card("大王","0"));
126. pokerCards.add(**new** Card("小王","0"));
127. }
128. System.out.println("初始化结束");
129. System.out.println("------------创建成功------------");
130. **this**.showPokeCards();
131. }
132. //对扑克牌进行洗牌
133. **public** **void** shuffle(){
134. System.out.println("进行洗牌");
135. Collections.shuffle(pokerCards);
136. **this**.showPokeCards();
137. }
138. //发牌
139. /\*\*
140. \* 给每位玩家发牌
141. \* @param num 每位玩家发到的张数
142. \*/
143. **public** **void** deal(**int** num){
144. System.out.println("开始发牌…………");
145. **for**(**int** i = 0; i < 4 ; i++){
146. Player p = players.get(i);
147. **for**(**int** j = 0; j < num; j++){
148. p.cards.add(pokerCards.get(0));
149. pokerCards.remove(0);
150. }
151. }
152. System.out.println("发牌结束");
153. }
155. **public** **static** **void** main(String[] args){
156. PokerGame pokerGame = **new** PokerGame();
157. pokerGame.initCard();
158. System.out.println("扑克牌总数为"+pokerGame.pokerCards.size());
159. pokerGame.shuffle();
160. pokerGame.initPlayers();
161. pokerGame.showPlayers();
162. //每位玩家发25张牌
163. pokerGame.deal(25);
164. **for**(**int** i = 0; i < 4; i++){
165. pokerGame.showPlayerCards(pokerGame.players.get(i));
166. }
167. pokerGame.showBottonCards();
169. }
170. **public** **class** Player{
171. **public** **int** id;
172. **public** String name;
173. //使用List存储Card，方便排序
174. **public** List<Card> cards;
176. **public** Player(**int** id, String name){
177. **this**.id = id;
178. **this**.name = name;
179. cards = **new** ArrayList<Card>();
180. }
182. **public** **int** getId() {
183. **return** id;
184. }

187. **public** **void** setId(**int** id) {
188. **this**.id = id;
189. }

192. **public** String getName() {
193. **return** name;
194. }

197. **public** **void** setName(String name) {
198. **this**.name = name;
199. }
200. }
201. **public** **class** Card **implements** Comparable<Card>{
202. **public** String color;
203. **public** String num;
205. **public** Card(String color, String num){
206. **this**.color = color;
207. **this**.num = num;
208. }
210. **public** String getColor() {
211. **return** color;
212. }

215. **public** **void** setColor(String color) {
216. **this**.color = color;
217. }
219. **public** String getNum() {
220. **return** num;
221. }

224. **public** **void** setNum(String num) {
225. **this**.num = num;
226. }
228. **public** Integer ColorToInt(String color){
229. **if** (color.equals("大王"))
230. **return** 6;
231. **if** (color.equals("小王"))
232. **return** 5;
233. **if** (color.equals("黑桃"))
234. **return** 4;
235. **if** (color.equals("红桃"))
236. **return** 3;
237. **if** (color.equals("草花"))
238. **return** 2;
239. **if** (color.equals("方片"))
240. **return** 1;
241. **return** 0;
242. }
244. **public** Integer NumToInt(String num){
245. **if** (num.equals("A"))
246. **return** 14;
247. **if** (num.equals("K"))
248. **return** 13;
249. **if** (num.equals("Q"))
250. **return** 12;
251. **if** (num.equals("J"))
252. **return** 11;
253. **else**
254. **return** Integer.valueOf(num.trim());
255. }


259. @Override **public** **int** compareTo(Card o) {
260. **int** result = ColorToInt(**this**.color) - ColorToInt(o.color);
261. **if** (result != 0)
262. **return** result;
263. **else** {
264. result = NumToInt(**this**.num) - NumToInt(o.num);
265. **return** result;
266. }
268. }
269. }
270. }