Anderson Reiter's Midterm

To run this program via Terminal, please perform the following commands in order.

1. Cd into the "MidTerm_P1/" Folder on your local machine.
2. Javac *.java to compile the files together to make sure you have the most recent build
3. "java War" to compile all of the java files together and run the program with the API
4. Click the button "Start Game" to begin playing War.

Guidelines for Part 1 of this Midterm was to create your own Game using Java and a Java UI. We had full reign on the game/application that we wished to attempt to create and were given a set of specific Java UI components that were mandatory to be used. For this Project I decided to recreate a virtual version of my favorite card game growing up; War. If you are not familiar with how the game works, please Google how to play this game before trying to understand what is being done.

To run this program via Terminal, please perform the following commands in order.

1. Cd into the "MidTerm_P2/" Folder on your local machine.
2. Perform a "javac *.java" to compile all of the files together to ensure you have the most recent build.
3. "java TowersOfHanoi" to compile all of the java files together and run the program with the API.
4. Enter the desired number of disks to be used, then click "play" to begin the solution.
5.

Guidelines for Part 2 of this Midterm was to create an automated solution to the Towers of Hanoi game that follows an algorithm to be solved in the quickest most efficient way possible. The program allows the user to enter the desired number of disks to be used in the game, which effects the speed of the solution (more disks, longer it takes to solve). The purpose of this part of the Midterm was to get the students to master the use of animation and automation using Java UI.