

```
1 package cardManagement;
2
3 import java.util.ArrayList;
4 import java.util.List;
5
6 public class Player {
7     private List<Card> playerHand = new ArrayList<Card>();
8     private List<Card> pointPile = new ArrayList<Card>();
9     public int playerNum;
10
11     public void addCardtoHand(Card card) {
12         playerHand.add(card);
13         return;
14     }
15     public void addAllCardsToHand(List<Card> cards) {
16         playerHand.addAll(cards);
17     }
18     public void addAllCardsToPoints(List<Card> cards) {
19         pointPile.addAll(cards);
20     }
21     public void addCardtoPoints(Card card) {
22         pointPile.add(card);
23         return;
24     }
25     public int handSize() {
26         return playerHand.size();
27     }
28
29     public int points() {
30         return pointPile.size();
31     }
32
33     public Card playFromHand() {
34         Card crd = playerHand.get(0);
35         playerHand.remove(0);
36         return crd;
37     }
38
39     public void setPlayerNumber(int i) {
40         this.playerNum = i;
41     }
42
43     public String toString() {
44         for(Card element: playerHand) {
45             System.out.println(element.toString());
46         }
47         return "done";
48     }
49 }
50 }
```