NAME: Célie Pierre
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Project 03

The toString() method in MemoryCard:

```java
    public String toString() {
        String colorName = "";
        if (this.color.equals(new Color(209, 34, 41))) {
            colorName = "Red";
        } else if (this.color.equals(new Color(246, 138, 30))) {
            colorName = "Orange";
        } else if (this.color.equals(new Color(253, 224, 26))) {
            colorName = "Yellow";
        } else if (this.color.equals(new Color(0, 121, 64))) {
            colorName = "Green";
        } else if (this.color.equals(new Color(36, 64, 142))) {
            colorName = "Blue";
        } else if (this.color.equals(new Color(115, 41, 130))) {
            colorName = "Purple";
        }
        return colorName + " " + this.shapeType;
    }
```

Whatever method(s) you made that check for two matching MemoryCards:

```java
    public static boolean takeTurn(Map gameBoard, Set<MemoryCard> playerSet) {
        boolean turnOver = false;
        Scanner scanner = new Scanner(System.in);
        MemoryCard card1, card2;
        int c1, c2;

        while (!turnOver) {
            System.out.println("Please select your cards.");
            System.out.print("Card 1: ");
            c1 = scanner.nextInt();
            card1 = (MemoryCard) gameBoard.get(c1);
            card1.setUncovered(true);
            drawBoard(gameBoard);
            System.out.print("Card 2: ");
            c2 = scanner.nextInt();
            card2 = (MemoryCard) gameBoard.get(c2);
            card2.setUncovered(true);
            drawBoard(gameBoard);

            if (card1.getShapeType() == card2.getShapeType() &&
                    card1.getColor() == card2.getColor()) {
                System.out.println("Match! Select again.");
                playerSet.add(card1);
                playerSet.add(card2);
            } else {
                System.out.println("No match. Next player's turn.");
                card1.setUncovered(false);
```

```
                card2.setUncovered(false);
                turnOver = true;
            }
        }

        return turnOver;
    }
```

At least two screenshots of console input of game being played:

```
PLAYER 1
Please select your cards.
Card 1: 0
Card 2: 6
No match. Next player's turn.
PLAYER 2
Please select your cards.
Card 1: 4
Card 2: 26
Match! Select again.
Please select your cards.
Card 1: 3
Card 2: 5
No match. Next player's turn.
PLAYER 1
Please select your cards.
Card 1: 35
Card 2: 28
No match. Next player's turn.
```

```
PLAYER 2
Please select your cards.
Card 1: 17
Card 2: 18
Match! Select again.
Please select your cards.
Card 1: 6
Card 2: 21
Match! Select again.
Please select your cards.
Card 1: 2
Card 2: 29
Match! Select again.
Please select your cards.
Card 1: 10
Card 2: 34
No match. Next player's turn.
PLAYER 1
Please select your cards.
Card 1: 8
Card 2: 22
No match. Next player's turn.
```

At least three screenshots of the game board DrawingPanel:

Drawing Panel

File   View   Help

(x=18, y=495), r=255 g=255 b=255

0	1	⭕ (red)	3	🔺 (yellow)	5
⬜ (purple)	7	8	9	⭕ (yellow)	11
12	⭕ (green)	⭕ (yellow)	15	16	🔺 (purple)
🔺 (purple)	19	20	⬜ (purple)	⭕ (green)	23
24	25	🔺 (yellow)	27	28	⭕ (red)
30	⬜ (orange)	32	33	34	⬜ (orange)

(x=18, y=495), r=255 g=255 b=255