

# Class Utility

java.lang.Object  
Utility

```
public final class Utility
extends Object
```

a class to provide various tools

## Field Summary

### Fields

Modifier and Type	Field	Description
private static final String	ACCOUNTID_TOKEN	token for accountID
private static long	idCounter	start of the counter for an id
private static final String	MATER_FILE_NAME	Name of the file that holds all user information
private static final String	PASSWORD_TOKEN	token for password
private static final String	USERNAME_TOKEN	token for username

## Constructor Summary

### Constructors

Constructor	Description
Utility()	

## Method Summary

All MethodsStatic MethodsConcrete Methods

Modifier and Type	Method	Description
static HashMap <String , String []>	addNewUser(HashMap <String , String []> masterList, String username, String password)	Adds a new user and save to user file and master file
static String	generateAccountID()	generate unique account id
static int	getBet(double money, int leastBet)	Get the bet money that user input to play the game

static boolean	<b>isNumeric</b> (String s)	Check if the input string is an integer.
static	<b>HashMap</b> <String , readMaster() String []>	Generate a list/hashmap for key = username and value = password & accountID
static void	<b>saveMaster</b> (HashMap <String , String []> masterList)	Writes the list of users to the master account file

### Methods inherited from class java.lang.Object

clone , equals , finalize , getClass , hashCode , notify , notifyAll , toString , wait , wait , wait

## Field Details

### MATER\_FILE\_NAME

```
private static final String MATER_FILE_NAME
```

Name of the file that holds all user information

**See Also:**

[Constant Field Values](#)

### USERNAME\_TOKEN

```
private static final String USERNAME_TOKEN
```

token for username

**See Also:**

[Constant Field Values](#)

### PASSWORD\_TOKEN

```
private static final String PASSWORD_TOKEN
```

token for password

**See Also:**

[Constant Field Values](#)

## ACCOUNTID\_TOKEN

```
private static final String ACCOUNTID_TOKEN
```

token for accountID

### See Also:

[Constant Field Values](#)

## idCounter

```
private static long idCounter
```

start of the counter for an id

## Constructor Details

### Utility

```
public Utility()
```

## Method Details

### generateAccountID

```
public static String generateAccountID()
```

generate unique account id

### Returns:

a String value for the account ID

### readMaster

```
public static HashMap <String ,String []> readMaster()
```

Generate a list/hashmap for key = username and value = password & accountID

### Returns:

list of usernames, passwords, and accountID

## saveMaster

```
public static void saveMaster(HashMap <String ,String []> masterList)
```

Writes the list of users to the master account file

**Parameters:**

HashMap - <String, String[]> masterList the hashmap to write into the master account file

## addNewUser

```
public static HashMap <String ,String []> addNewUser  
(HashMap <String ,String []> masterList,  
String username,  
String password)
```

Adds a new user and save to user file and master file

**Parameters:**

HashMap - <String, String[]> masterList the hashmap to write into the master account file

String - username username

String - password password

**Returns:**

list of usernames, passwords, and accountID

## isNumeric

```
public static boolean isNumeric(String s)
```

Check if the input string is an integer.

**Returns:**

true if integer, false if not

## getBet

```
public static int getBet(double money,  
int leastBet)
```

Get the bet money that user input to play the game

**Parameters:**

money - the amount of money that user has in vallet

leastBet - the amount of minimum money that user has to bet

**Returns:**

the bet money that user input