# Ejercicios Arrays of Objects

Programación II

Resuelva los siguientes ejercicios extraídos del capítulo 13 del libro ThinkJava:

50) Encapsulate the code in Section 13.5 in a method. Then modify it so that aces are ranked higher than Kings.

51) Encapsulate the deck-building code of Section 13.6 in a method called makeDeck that takes no parameters and returns a fully- populated array of Cards.

52) In Blackjack the object of the game is to get a collection of cards with a score of 21. The score for a hand is the sum of scores for all cards. The score for an aces is 1, for all face cards is ten, and for all other cards the score is the same as the rank. Example: the hand (Ace, 10, Jack, 3) has a total score of 1 + 10 + 10 + 3 = 24.

Write a method called handScore that takes an array of cards as an argument and that returns the total score.

53) In Poker a "flush" is a hand that contains five or more cards of the same suit. A hand can contain any number of cards.

1. Write a method called suitHist that takes an array of Cards as a parameter and that returns a histogram of the suits in the hand. Your solution should only traverse the array once.
2. Write a method called hasFlush that takes an array of Cards as a parameter and that returns true if the hand contains a flush, and false otherwise.

54) Working with cards is more interesting if you can display them on the screen. If you haven't played with the graphics examples in Appendix A, you might want to do that now.

First download http://thinkapjava.com/code/CardTable.java and http://thinkapjava.com/code/cardset.zip into the same folder. Then unzip cardset.zip, which contains a cardset-oxymoron subfolder with all the card images. (Note the variable cardset in CardTable.main is the name of this folder.) Run CardTable.java and you should see images of a pack of cards laid out on a green table.

You can use this class as a starting place to implement your own card games.