Drew Barrett

Dr. Bryan Wilkinson

CMSC 331

10 December, 2017

Project

For the first part I picked Java. I picked Java because I thought it would be useful to use objects to represent cards and the deck and Java works very well with objects. For the second part I picked lua. I picked lua because it has a good io and string library. It can easily read a file and search strings line by line, which is all I needed to parse my output.

Java was missing the ability to return multiple values which slowed me down because I wanted the player to hold to know what cards they were flipping. Since the player didn't need to know that I just moved all of the game logic to my Deck class but being able to return multiple values or pass an uninitialized reference and get back an object would have helped with my original plan. Lua is missing the ability to start indexing like a sane person but all I needed to do was increment so I guess there is something lua is good for.

If I could have split the project even more I wouldn't, except for the file output of part one. It would make much more sense to have the program print to stdout and if you want to put it in a file you just redirect stdout with > like a sane person but instead I just had to import 3 different libraries and create a bunch of useless objects just to tell java to print to a file. Wow what a great language.