# Software Development Coursework

## Production Code

The purpose of this project is to develop a card game in Java with the usage of threads to synchronously Our design choice for the project we decided to create simple classes for the cards, the player and the card decks. We decided to implement a few design patterns for example, Threading pattern, where each player is threaded so they all play their actions concurrently; this is used in the Player class.

### Card

The purpose of the Card class is to instantiate and initialise the cards and allow the program to view the value of the card, which is particularly important for checking if the players have a matching set of cards to win the game.

The value of the card is private final static variable as the value of the card is not changed once it has been instantiated and it is retrieved from the getValue() method.

### CardDeck

The purpose of the CardDeck class is to manage the functions of how the deck would operate in the game. The deck would add a card to the bottom of its pile and remove a card from the top of its pile when the player on its right draws a card and the player on its left would removes a card.

Each deck has a deck number that cannot be changed once the deck has been created and the deck of cards is represented as a queue, this allowed us to easily add cards and remove cards in the right order as a queue follows the First-In First-Out (FIFO) principle unlike a stack which follows the First-In Last-Out (FILO) principle. Making an array that would remove the first index and the last index would’ve involved more time.

The deck class also writes to the deck file all the cards currently in the deck when a player makes an action. This helps log the events of the CardDeck class to help with testing.

### CardGame

The CardGame class handles the main functionality of the game, where it handles the user input for the number of players in the game and the pack file they’re going to use, setting up the game readied to be played and then plays the game out until a player has won. The CardGame class utilises all the classes in this program except the Card class as the Card class is already used for the CardDeck class and Player class.

The design of the playGame() function is relatively simple and small as the main bulk of the actions done in the game are involving the player, which is handled by the Player class. The playGame class checks if each player has won the game, and if not, picks each player to start their turn.

### FileEditor

The purpose of the FileEditor class is to manage all the methods and process that deal with file management, whether that is creating a file, writing to the desired file and reading from the designated file.

The reason why we have created the fileEditor class instead of writing the players’ data in the Player class or writing the card deck data in the CardDeck class is because it removes the need of repetition and redundancies of re-writing the same function in different classes. This also allowed implementation to be much easier for example, creating new methods that involved writing or reading data was much easier as we only needed to call the functions from the FileEditor class.

### Pack

The purpose of the Pack class is to create the card packs from reading the pack file that is selected from the user input. It also checks if the created pack is a valid pack by checking if the pack for the game has 8n cards, where n is the number of players that are going to play in the game.

The design choice of this class being abstract is because the important methods for the pack are handled in CardGame for the packOfCards variable. This class was only used for file reading for pack and the validation of the pack.

### Player

The purpose of the Player class is to handle all the methods in a thread-safe manner for how the players would play the game. The player would add a card to their hand and remove a card of their choosing when its their turn in the game. The card they added would be taken from the top of the deck from the left of the player and the card they removed would be added to the bottom of the deck on their right. The game should continue until one of the players has a hand filled with cards of matching values.

The threading is handled in this class as this makes it much easier to understand and the players in the game were the only feature that was required to act synchronously. Each player has a respective identifier that cannot be changed once they’re constructed, and each is assigned a deck to their left and right. The player could choose which card they would want to retrieve as typically the player would discard a card that is not equivalent to their first card. Also, to keep the program simple, we made the value of the first card that the player receives in the game the value that the player would hunt down and collect to win the game.

The getAllCards() function was made so that methods that required all the cards in the player’s hands could be checked, which made writing the tests for the Player class much simpler. The Player class would also write to the respective player file all the actions and data for each turn of the player.

### Known Issues

From running the code, we have encountered no major issues in our program.

One issue that was found is that packs cannot be created, they only created manually and can only be read from for the game.

## Testing Development

For the tests on our project, we used JUnit Framework 5.0, where JUnit Jupiter was used for writing and executing test cases. We followed a Code-First development approach for our project where we

### testcard

The testcard class is used to validate whether that a card can be created and retain its value.

### testCardDeck

### testCardGame

### testCardGameSuite

### testFileEditor

### testPack

### testPlayer

### Conclusion

The JUnit tests had been done to ensure the reliability of the project. The unit tests that were written had covered 100% of the main classes for the card game, 82% of the methods used in the card game and 56% of the lines that were written in the code.

## Development Log