

Day-2 - Object Oriented Programming - Playing Card



What attributes/information/data do you see on a Playing Card?

What are unique to a particular card? (instance variable)

Suit

Value

Color

What are common to all cards? (static variables)

2-Sides - Face and a Back

a background pattern

a shape

a size

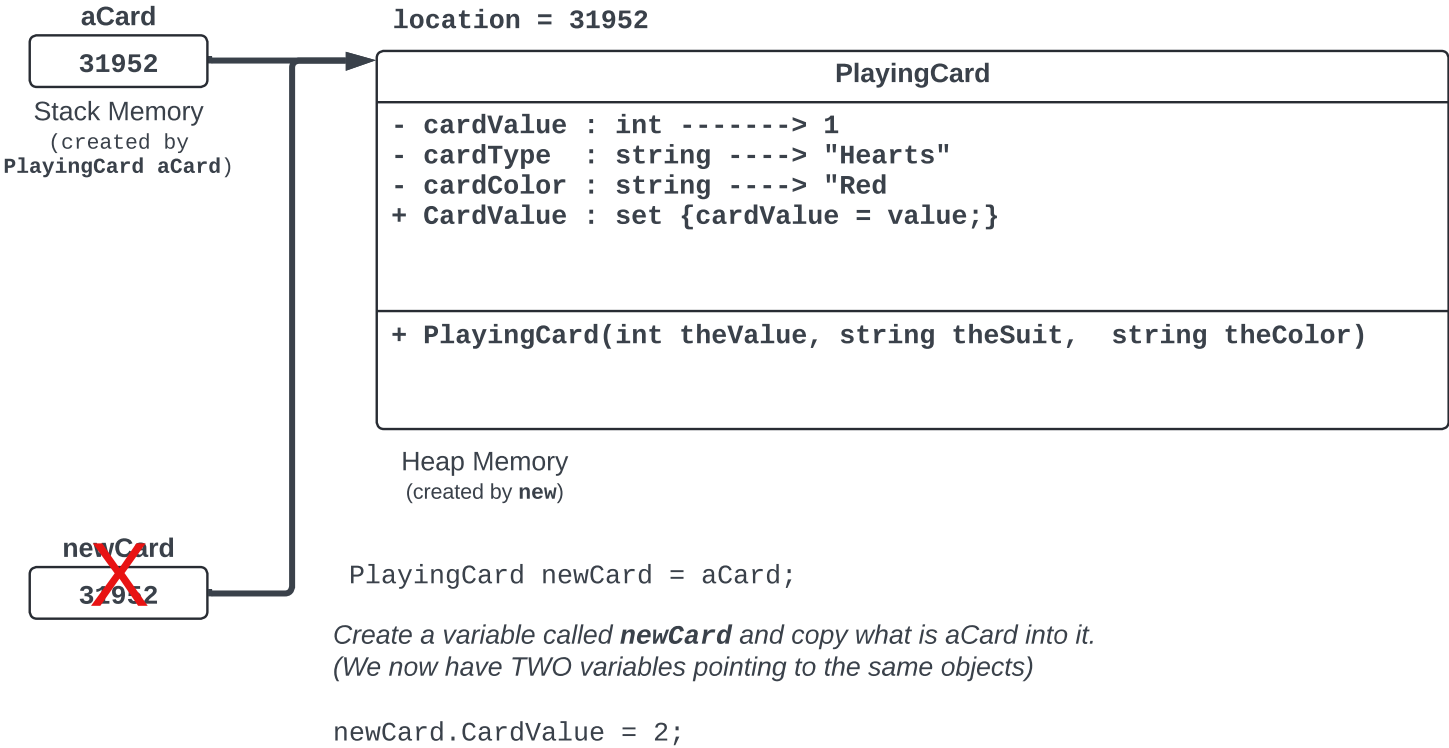
PlayingCard Class

PlayingCard
<div><div>- cardValue : int</div><div>- cardType : string</div><div>- cardColor : string</div></div>
<div>+ PlayingCard(int theValue, string theSuit, string theColor)</div>

PlayingCard aCard = new PlayingCard(1, "Hearts", "Red");

UML Class Diagram Components

ClassName
<div>Data Members</div> <div>format: access name : type</div> <div>access:</div> <div><div>+ = public</div><div>- = private</div><div># - protected</div><div>/ - derived</div><div><u>underlined</u> = static</div></div>
<div>Method Members</div> <div>format:</div> <div>access name(parameters) : return-type</div>



PlayingCard newCard = new PlayingCard(aCard); // Use copy constructor

