

# Class BattleDemoGjidoda

java.lang.Object  
BattleDemoGjidoda

```
public class BattleDemoGjidoda  
extends Object
```

## Author:

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Prog 10

Due Date and Time: 5/17/21 before 9:00 AM

Purpose: A program that gets file input of cards, deals them out, and plays war.

Input: input file

Output: First greets user and explains the program

Then asks for the file location

Then shows the summary of the game

How many cards it started with

How many plays

If there was a clear winner

Cards left for players

Who the winner was

Certification of Authenticity:

I certify that this lab is entirely my own work.

## Field Summary

### Fields

Modifier and Type	Field	Description
(package private) static Scanner	keyboard	universal scanner for ShoppingDemoGjidoda
(package private) static int	maxPlayCount	Global variable for maxPlayCount
(package private) static int	player1Id	Global variable for player 1 id
(package private) static int	player2Id	Global variable for player 2 id

## Constructor Summary

### Constructors

Constructor	Description
BattleDemoGjidoda()	

## Method Summary

All Methods    Static Methods    Concrete Methods

Modifier and Type	Method	Description
static int	<b>compare</b> ( <a href="#">CardGjidoda</a> cardPlayer1, <a href="#">CardGjidoda</a> cardPlayer2)	method that determines winner
static void	<b>copy</b> ( <a href="#">StackGjidoda</a> playersPlayStack, <a href="#">StackGjidoda</a> playersDiscardStack)	method that copies cards from discard stack to play stack
static int	<b>countCards</b> ( <a href="#">StackGjidoda</a> theStack)	method that counts amount of cards in stack
static boolean	<b>deal</b> ( <a href="#">StackGjidoda</a> player1Stack, <a href="#">StackGjidoda</a> player2Stack)	method that loads input file and adds all items
static void	<b>main</b> ( <a href="#">String</a> [] args)	main method
static <a href="#">CardGjidoda</a>	<b>play</b> ( <a href="#">StackGjidoda</a> playStack, <a href="#">StackGjidoda</a> discardStack)	method that gets the players card
static void	<b>printResults</b> (int count, <a href="#">StackGjidoda</a> player1Stack, <a href="#">StackGjidoda</a> player2Stack, <a href="#">StackGjidoda</a> player1Discard, <a href="#">StackGjidoda</a> player2Discard)	method that prints final results
static void	<b>winPlay</b> ( <a href="#">CardGjidoda</a> winnersCard, <a href="#">CardGjidoda</a> losersCard, <a href="#">StackGjidoda</a> winnerDiscardStack)	method that adds cards to winners discard stack

### Methods inherited from class [java.lang.Object](#)

[clone](#) , [equals](#) , [finalize](#) , [getClass](#) , [hashCode](#) , [notify](#) , [notifyAll](#) , [toString](#) , [wait](#) , [wait](#) , [wait](#)

## Field Details

### keyboard

static [Scanner](#)    keyboard

universal scanner for ShoppingDemoGjidoda

### player1Id

```
static final int player1Id
```

Global variable for player 1 id

**See Also:**

[Constant Field Values](#)

### player2Id

```
static final int player2Id
```

Global variable for player 2 id

**See Also:**

[Constant Field Values](#)

### maxPlayCount

```
static final int maxPlayCount
```

Global variable for maxPlayCount

**See Also:**

[Constant Field Values](#)

## Constructor Details

### BattleDemoGjidoda

```
public BattleDemoGjidoda()
```

## Method Details

### main

```
public static void main(String [] args)
```

main method

**Parameters:**

args - array of strings that is passed through main

## play

```
public static CardGjidoda play(StackGjidoda playStack,  
                               StackGjidoda discardStack)
```

method that gets the players card

**Parameters:**

playStack - incoming play stack

discardStack - incoming discard stack

**Returns:**

players card

## compare

```
public static int compare(CardGjidoda cardPlayer1,  
                          CardGjidoda cardPlayer2)
```

method that determines winner

**Parameters:**

cardPlayer1 - incoming player 1 card

cardPlayer2 - incoming player 2 card

**Returns:**

winner

## winPlay

```
public static void winPlay(CardGjidoda winnersCard,  
                           CardGjidoda losersCard,  
                           StackGjidoda winnerDiscardStack)
```

method that adds cards to winners discard stack

**Parameters:**

winnersCard - incoming winners card

losersCard - incoming losers card

winnerDiscardStack - incoming winners discard stack

## copy

```
public static void copy(StackGjidoda playersPlayStack,  
                        StackGjidoda playersDiscardStack)
```

method that copies cards from discard stack to play stack

**Parameters:**

playersPlayStack - incoming play stack

playersDiscardStack - incoming discard stack

## countCards

```
public static int countCards(StackGjidoda theStack)
```

method that counts amount of cards in stack

**Parameters:**

theStack - incoming stack

**Returns:**

amount of cards in stack

## printResults

```
public static void printResults(int count,  
                                StackGjidoda player1Stack,  
                                StackGjidoda player2Stack,  
                                StackGjidoda player1Discard,  
                                StackGjidoda player2Discard)
```

method that prints final results

**Parameters:**

count - incoming play count

player1Stack - incoming player 1 stack

player2Stack - incoming player 2 stack

player1Discard - incoming player 1 discard stack

player2Discard - incoming player 1 discard stack

## deal

```
public static boolean deal(StackGjidoda player1Stack,  
                           StackGjidoda player2Stack)
```

method that loads input file and adds all items

**Parameters:**

player1Stack - incoming player 1 play stack

player2Stack - incoming player 2 play stack

**Returns:**

t or f if processed