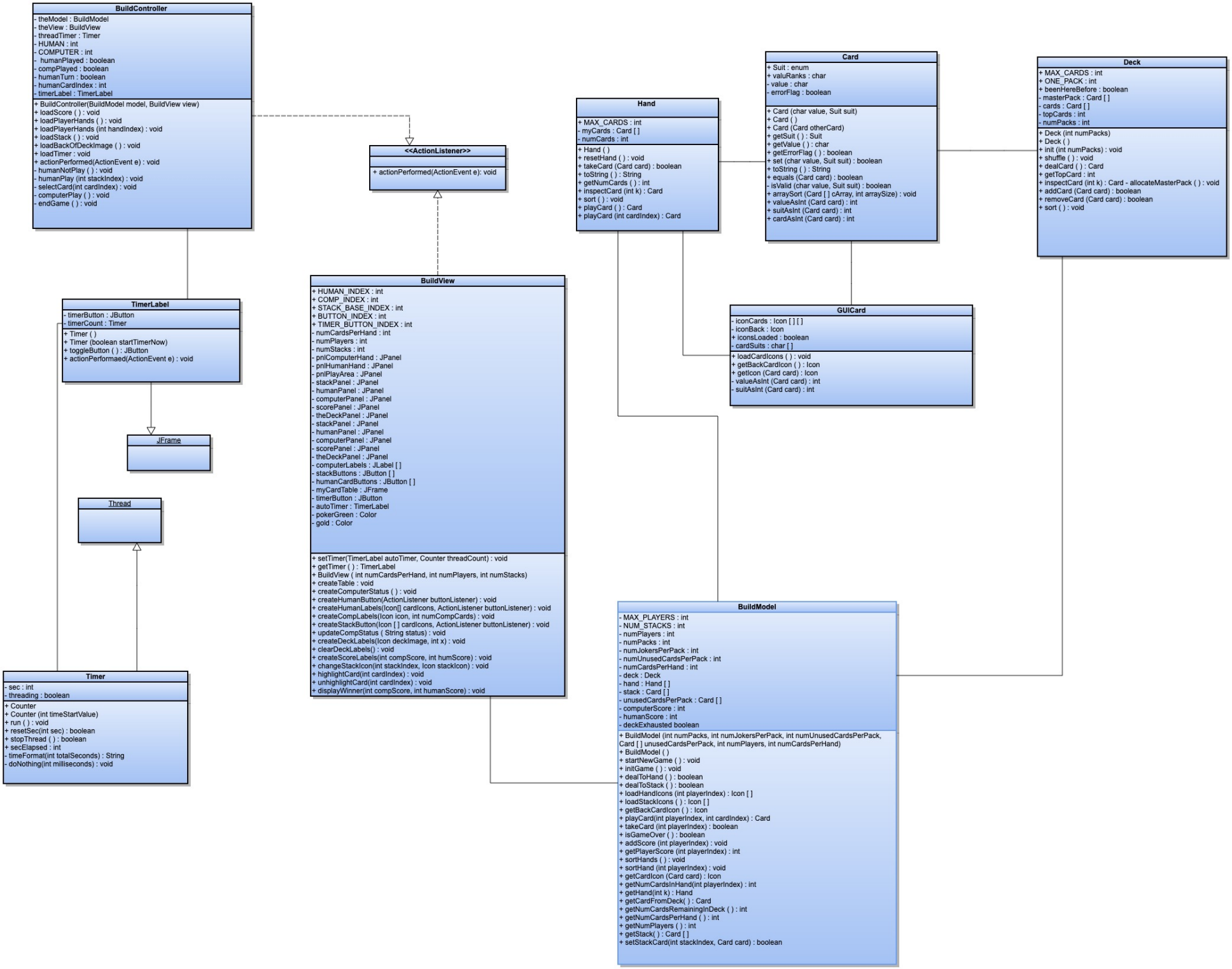
BuildController
- theModel : BuildModel
- theView : BuildView
- threadTimer : Timer
- HUMAN : int
- COMPUTER : int
- humanPlayed : boolean
- compPlayed : boolean
- humanTurn : boolean
- humanCardIndex : int
- timerLabel : TimerLabel
+ BuildController(BuildModel model, BuildView view)
+ loadScore ( ) : void
+ loadPlayerHands ( ) : void
+ loadPlayerHands (int handIndex) : void
+ loadStack ( ) : void
+ loadBackOfDeckImage ( ) : void
+ loadTimer : void
+ actionPerformed(ActionEvent e) : void
- humanNotPlay ( ) : void
- humanPlay (int stackIndex) : void
- selectCard(int cardIndex) : void
- computerPlay ( ) : void
- endGame ( ) : void
<<ActionListener>>
+ actionPerformed(ActionEvent e): void
Hand
+ MAX_CARDS : int
- myCards : Card [ ]
- numCards : int
+ Hand ( )
+ resetHand ( ) : void
+ takeCard (Card card) : boolean
+ toString ( ) : String
+ getNumCards ( ) : int
+ inspectCard (int k) : Card
+ sort ( ) : void
+ playCard ( ) : Card
+ playCard (int cardIndex) : Card
Card
+ Suit : enum
+ valuRanks : char
- value : char
- errorFlag : boolean
+ Card (char value, Suit suit)
+ Card ( )
+ Card (Card otherCard)
+ getSuit ( ) : Suit
+ getValue ( ) : char
+ getErrorFlag ( ) : boolean
+ set (char value, Suit suit) : boolean
+ toString ( ) : String
+ equals (Card card) : boolean
- isValid (char value, Suit suit) : boolean
+ arraySort (Card [ ] cArray, int arraySize) : void
+ valueAsInt (Card card) : int
+ suitAsInt (Card card) : int
+ cardAsInt (Card card) : int
Deck
+ MAX_CARDS : int
+ ONE_PACK : int
+ beenHereBefore : boolean
- masterPack : Card [ ]
- cards : Card [ ]
- topCards : int
- numPacks : int
+ Deck (int numPacks)
+ Deck ( )
+ init (int numPacks) : void
+ shuffle ( ) : void
+ dealCard ( ) : Card
+ getTopCard : int
+ inspectCard (int k) : Card - allocateMasterPack ( ) : void
+ addCard (Card card) : boolean
+ removeCard (Card card) : boolean
+ sort ( ) : void
TimerLabel
- timerButton : JButton
- timerCount : Timer
+ Timer ( )
+ Timer (boolean startTimerNow)
+ toggleButton ( ) : JButton
+ actionPerformaed(ActionEvent e) : void
JFrame
Thread
Timer
- sec : int
- threading : boolean
+ Counter
+ Counter (int timeStartValue)
+ run ( ) : void
+ resetSec(int sec) : boolean
+ stopThread ( ) : boolean
+ secElapsed : int
- timeFormat(int totalSeconds) : String
- doNothing(int milliseconds) : void
BuildView
+ HUMAN_INDEX : int
+ COMP_INDEX : int
+ STACK_BASE_INDEX : int
+ BUTTON_INDEX : int
+ TIMER_BUTTON_INDEX : int
- numCardsPerHand : int
- numPlayers : int
- numStacks : int
- pnlComputerHand : JPanel
- pnlHumanHand : JPanel
- pnlPlayArea : JPanel
- stackPanel : JPanel
- humanPanel : JPanel
- computerPanel : JPanel
- scorePanel : JPanel
- theDeckPanel : JPanel
- stackPanel : JPanel
- humanPanel : JPanel
- computerPanel : JPanel
- scorePanel : JPanel
- theDeckPanel : JPanel
- computerLabels : JLabel [ ]
- stackButtons : JButton [ ]
- humanCardButtons : JButton [ ]
- myCardTable : JFrame
- timerButton : JButton
- autoTimer : TimerLabel
- pokerGreen : Color
- gold : Color
+ setTimer(TimerLabel autoTimer, Counter threadCount) : void
+ getTimer ( ) : TimerLabel
+ BuildView (int numCardsPerHand, int numPlayers, int numStacks)
+ createTable : void
+ createComputerStatus ( ) : void
+ createHumanButton(ActionListener buttonListener) : void
+ createHumanLabels(Icon[] cardIcons, ActionListener buttonListener) : void
+ createCompLabels(Icon icon, int numCompCards) : void
+ createStackButton(Icon [ ] cardIcons, ActionListener buttonListener) : void
+ updateCompStatus (String status) : void
+ createDeckLabels(Icon deckImage, int x) : void
+ clearDeckLabels() : void
+ createScoreLabels(int compScore, int humScore) : void
+ changeStackIcon(int stackIndex, Icon stackIcon) : void
+ highlightCard(int cardIndex) : void
+ unhighlightCard(int cardIndex) : void
+ displayWinner(int compScore, int humanScore) : void
GUICard
- iconCards : Icon [ ] [ ]
- iconBack : Icon
+ iconsLoaded : boolean
- cardSuits : char [ ]
+ loadCardIcons ( ) : void
+ getBackCardIcon ( ) : Icon
+ getIcon (Card card) : Icon
- valueAsInt (Card card) : int
- suitAsInt (Card card) : int
BuildModel
- MAX_PLAYERS : int
- NUM_STACKS : int
- numPlayers : int
- numPacks : int
- numJokersPerPack : int
- numUnusedCardsPerPack : int
- numCardsPerHand : int
- deck : Deck
- hand : Hand [ ]
- stack : Card [ ]
- unusedCardsPerPack : Card [ ]
- computerScore : int
- humanScore : int
- deckExhausted boolean
+ BuildModel (int numPacks, int numJokersPerPack, int numUnusedCardsPerPack, Card [ ] unusedCardsPerPack, int numPlayers, int numCardsPerHand)
+ BuildModel ( )
+ startNewGame ( ) : void
+ initGame ( ) : void
+ dealToHand ( ) : boolean
+ dealToStack ( ) : boolean
+ loadHandIcons (int playerIndex) : Icon [ ]
+ loadStackIcons ( ) : Icon [ ]
+ getBackCardIcon ( ) : Icon
+ playCard(int playerIndex, int cardIndex) : Card
+ takeCard (int playerIndex) : boolean
+ isGameOver ( ) : boolean
+ addScore (int playerIndex) : void
+ getPlayerScore (int playerIndex) : int
+ sortHands ( ) : void
+ sortHand (int playerIndex) : void
+ getCardIcon (Card card) : Icon
+ getNumCardsInHand(int playerIndex) : int
+ getHand(int k) : Hand
+ getCardFromDeck( ) : Card
+ getNumCardsRemainingInDeck ( ) : int
+ getNumCardsPerHand ( ) : int
+ getNumPlayers ( ) : int
+ getStack( ) : Card [ ]
+ setStackCard(int stackIndex, Card card) : boolean