HW 1.

Classes:
Main.java
Board.java

Piece.java vs. Player.java

Trianta Ena

· Object design (emphasis on the extendibility of TTT game infrastructure)
· Implementation

Classes:
· Game.java   interface for games (TTT, OAC, Trianta Ena)
· Main.java   main class to run the whole package.

Players · Player.java
interface   should have attribute "money" to record current money
                should have attribute "bet" to record current bet
                should have attribute "hand" to record current card values in hand

· Dealer.java
        attribute "hand"
                "money"
    *: Automation of playing game

· Hand.java   class of recording the current values in player's hand
        should have attribute "Card[] theHand"
                attribute "number of cards"

· Card.java   class of recording value and suit of cards
                attribute "suit"
                attribute "value"

· Deck2.java   class of two decks of cards
                attribute "int nextCardIndex"
                contains two decks of cards and shuffling functionality

· Exception.java   hold any exception

- TriantaEna.java   class of the whole game