Lab1: Object, Class, JUnit (Worksheet)

Section\_\_\_\_\_ 1 \_\_\_\_\_ Date\_\_\_\_\_\_\_ 1 / 9 / 2015 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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# Part A: Problem Statement

1. What are the highest and lowest cards in the deck?

The highest card is Spade 2.

The lowest card is Club 3.

1. Assume a set of cards in your hand is {(2), (2), (4), (4), (4), (4),(A)}. Write all possible card piles that can be placed in the field in descending order.

{(4), (4), (4), (4)}, {(4), (4), (4)}, {(4), (4), (4)}, {(4), (4), (4)}, {(4), (4), (4)}, {(2), (2)}, {(4), (4)}, {(4), (4)}, {(4), (4)}, {(4), (4)}, {(4), (4)}, {(4), (4)}, {(2)}, {(2)}, {(A)}, {(4)}, {(4)}, {(4)}, {(4)}

1. From the question, you always place the card pile which is the lowest one among all possible card piles that can be placed in the field. Assume a set of cards in your hand is {(2), (2), (4), (4), (4), (4),(A)}. Write a correct card pile in the following table. If you cannot place any card piles, write “null”.

|  |  |
| --- | --- |
| **The top card pile of the field** | **A card pile to be placed** |
| {(2), (2)} | {(4), (4), (4), (4)} |
| {(A)} | {(2)} |
| {(3), (3), (3)} | {(4), (4), (4)} |
| {(2)} | {(4), (4), (4)} |
| {(2),(2)} | {(4), (4), (4), (4)} |

# Part B: Implementation

1. Summarize the step to export your project into jar file.

1. Right click on the project.

2. Select ‘Export…’ .

3. Select Java 🡪 JAR file 🡪 Click ‘Next’.

4. Select the project.

5. Check “Export generated class files and resources” and “Export Java source files and resources”

6. Select the export destination of JAR file.

6. Click ‘Next’ and ‘Next’, again.

7. Select the Main class by click ‘Browser…’ and choose GameManager.

8. Click ‘Finish’.

1. Copy and paste the result of your program.

Alice plays [Diamond 3]

Bill plays [Heart 3]

Cain plays [Spade 5]

Doug plays [Club 6]

Alice plays [Diamond 8]

Bill plays [Heart 8]

Cain plays [Club 10]

Doug plays [Heart J]

Alice plays [Spade J]

Bill plays [Club Q]

Cain plays [Diamond K]

Doug plays [Heart 2]

Alice passes

Bill plays [Spade 2]

Cain plays [Spade 7, Heart 7, Diamond 7]

Doug passes

Alice passes

Bill passes

Cain plays [Spade 10, Heart 10, Diamond 10]

Doug passes

Alice passes

Bill passes

Cain passes

All players declare "PASS"

Alice plays [Club 4]

Bill plays [Diamond 4]

Cain plays [Diamond 6]

Doug plays [Heart 6]

Alice plays [Diamond 9]

Bill plays [Diamond Q]

Cain plays [Heart K]

Doug passes

Alice plays [Spade K]

Bill plays [Heart A]

Cain plays [Spade A]

Doug passes

Alice plays [Club 2]

Bill passes

Cain passes

Doug passes

Alice plays [Diamond 2]

Bill passes

Cain passes

Doug passes

Alice passes

All players declare "PASS"

Alice plays [Heart 4]

Bill plays [Spade 4]

Cain plays [Diamond A]

Doug passes

Alice passes

Bill passes

Cain passes with empty hand

All players declare "PASS"

Alice plays [Heart 9]

Bill plays [Heart Q]

Cain passes with empty hand

Doug plays [Spade Q]

Alice plays [Club A]

Bill passes

Cain passes with empty hand

Doug passes

Alice passes

All players declare "PASS"

Alice plays [Club J]

Bill passes

Cain passes with empty hand

Doug plays [Club K]

Alice passes

Bill passes

Cain passes with empty hand

Doug passes

All players declare "PASS"

Alice plays [Diamond J]

Bill passes

Cain passes with empty hand

Doug passes

Alice passes with empty hand

All players declare "PASS"

Alice passes with empty hand

Bill plays [Club 3]

Cain passes with empty hand

Doug plays [Spade 3]

Alice passes with empty hand

Bill plays [Diamond 5]

Cain passes with empty hand

Doug plays [Heart 5]

Alice passes with empty hand

Bill plays [Spade 6]

Cain passes with empty hand

Doug plays [Club 7]

Alice passes with empty hand

Bill plays [Club 8]

Cain passes with empty hand

Doug plays [Spade 8]

Alice passes with empty hand

Bill passes with empty hand

Cain passes with empty hand

Doug plays [Club 9]

Alice passes with empty hand

Bill passes with empty hand

Cain passes with empty hand

Doug plays [Spade 9]

Alice passes with empty hand

Bill passes with empty hand

Cain passes with empty hand

Doug passes

All players declare "PASS"

Alice passes with empty hand

Bill passes with empty hand

Cain passes with empty hand

Doug plays [Club 5]

Doug is a SLAVE!

1. Capture the screen of JUnit Test Cases.

