

Card, Deck and GUI Class Documentation

Class Card

public class **Card**

Title: The Card class

Description: This class will represent a single playing card that has a value between 1 and 13 and a suit (Clubs, Diamonds, Hearts or Spades).

Author:

CSC 120 Instructor

Constructor Detail

Card

public **Card**(int num)

parameterized Card constructor -- gets called when an object of the Card class is instantiated sending a number as an argument -- it determines the value and suit of the card based upon the number received

Parameters:

num - a number that gets converted to a value between 1 and 13 and one of the four suits (clubs, diamonds, hearts or spades)

Method Detail

getValue

public int **getValue**()

getValue method -- returns what's stored in the instance variable value

Returns:

the state of the instance variable value

getPointValue

public int **getPointValue**()

getPointValue method -- this method determines and returns the point value for the card -- 1 for an Ace, 10 for a face card (Jack, Queen or King), the actual value for cards 2 through 10

Returns:

the point value of the card

toString

public String **toString**()

toString method -- this method returns the state (the values of the instance variables) of the card object

Returns:

a reference to a String object that contains the value and the suit of the card

Class Deck

public class **Deck**

Title: The Deck Class

Description: This class provides the basic operations for a deck of cards including creating the deck, shuffling it and dealing cards from it.

Author:

CSC 120 Instructor

Constructor Detail

Deck

public **Deck**()

default Deck constructor -- gets called when an object of the Deck class is instantiated

Method Detail

shuffleDeck

public void **shuffleDeck**()

shuffleDeck method

dealCard

public Card **dealCard**()

dealCard method -- if there are cards in the deck, it deals a card by returning a reference to the top card object in the deck and it decreases the number of cards in the deck, otherwise returns null (indicating that there are no more cards)

Returns:

a reference to a Card object

Class GUI

public class **GUI**

Title: The Graphical User Interface Class

Description: This class provides a graphical user interface that can display playing cards.

Author:

CSC 120 Instructor

Constructor Detail

GUI

public **GUI**()

default GUI constructor -- gets called when an object of the GUI class is instantiated -- provides space for 5 cards

Method Detail

showCard

public void **showCard**(Card theCard)

showCard method -- this method determines the value and suit of the Card object sent as an argument and displays the appropriate card image

Parameters:

theCard - a reference to a Card object -- assumes the Card object has been instantiated

