

**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a larger game.

**Lab Description :** Write a Card class and a BlackJackCard class. Show that Card and BlackJackCard work as intended by instantiating BlackJack cards in CardTestOne.java and in CardTestTwo.java. Draw each BlackJackCard on the graphics window in CardTestTwo.java. A BlackJack card is an extension of Card. Aces will count as 11 for now.

```
public abstract class Card
{
    public static final String FACES[] = {"ZERO","ACE","TWO","THREE","FOUR",
        "FIVE","SIX","SEVEN","EIGHT","NINE","TEN","JACK","QUEEN","KING"};

    private String suit;
    private int face;
    private int width;
    private int height;
    private Image image;

    //constructors

    //set methods

    //get methods

    public abstract int getValue();

    public String toString()
    {
        return FACES[face] + " of " + getSuit() + " | value = " + getValue();
    }

    public void drawCard(Graphics window, int x, int y)
    {
        window.drawImage(image,x,y,width,height,null);
    }
}

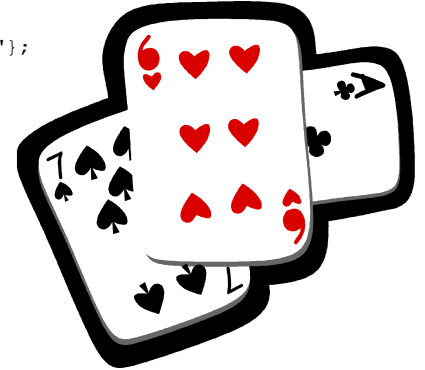
public class BlackJackCard extends Card
{
    //constructors

    public int getValue()
    {
        //enables you to build the value for the game into the card
        //this makes writing the whole program a little easier

        return 0;
    }
}
```

### Files Needed ::

Card.java  
BlackJackCard.java  
CardTestOne.java  
CardTestTwo.java  
Tester.java



### Sample Output ( CardTestOne.java )

```
ZERO of | value = 0
ACE of DIAMONDS | value = 11
FOUR of CLUBS | value = 4
QUEEN of SPADES | value = 10
QUEEN of HEARTS | value = 10
NINE of SPADES | value = 9
false
true
false
false
```

### BLACKJACK TESTER

#### BLACKJACK CARD TEST

10	1010	3	0011	9	1010010011	K	1010010011
1010010011		1010010011		1010010011		1010010011	
CompSci		CompSci		CompSci		CompSci	
1010	10	0011	3	9		K	