

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

Lab Description : Write a Player class that extends the AbstractPlayer class. Show that Player works as intended by instantiating a Player in the main and displaying the Player information.

```
public class Player extends AbstractPlayer
{
    public Player()
    {
    }
    public Player(int score)
    {
    }

    public boolean hit( )
    {
        return false;
    }
}
```

Files Needed ::

Card.java
BlackJackCard.java
Deck.java
AbstractPlayer.java
Player.java
PlayerTestOne.java
PlayerTestTwo.java
Tester.java

Sample Output (PlayerTestOne.java)

```
toString
hand = [ACE of CLUBS
        FIVE of DIAMONDS]
- # wins 0
```

```
handValue
16
```

```
toString
hand = [ACE of CLUBS
        FIVE of DIAMONDS
        SEVEN of HEARTS
        QUEEN of SPADES]
- # wins 0
```

```
handValue
33
```

BLACKJACK TESTER

BlackJack Player Test

PRESS B to add cards to your hand.

PLAYER

