

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 shown below. Show that Player works as intended by instantiating a Player in the main and displaying the Player information.

```
public class Player
{
    private ArrayList<Card> hand;
    private int winCount;

    public Player ()
    {
    }

    public Player (int score)
    {
    }

    public void addCardToHand( Card temp )
    {
    }

    public void resetHand( )
    {
    }

    public void setWinCount( int numwins )
    {
    }

    public int getWinCount() { return 0; }

    public int getHandSize() { return 0; }

    public int getHandValue()
    {
        return 0;
    }

    public boolean hit( )
    {
        return false;
    }

    public String toString()
    {
        return "";
    }
}
```

Files Needed ::

Card.java
BlackJackCard.java
Deck.java
Player.java
PlayerTestOne.java

Sample Output (PlayerTestOne.java)

```
toString
hand = [FOUR of HEARTS | value = 4
        FIVE of SPADES | value = 5] - 9
```

```
handValue
9
```

```
toString
hand = [FOUR of HEARTS | value = 4
        FIVE of SPADES | value = 5
        TWO of SPADES | value = 2
        TEN of HEARTS | value = 10] - 21
```

```
handValue
21
```

