

## Cards Class

### Variables

**Int COMMUNITY CARD = 0:** A public final variable which is used in the importing of card from the text file

**Int CHANCE CARD = 1:** A public final variable which is used in the importing of card from the text file

**Cards [] chanceCard:** A variable named chanceCard which holds the reference to the array which contains all the chance cards

**Cards [] communityChestCard:** A variable named chanceCard which holds the reference to the array which contains all the chance cards

**String specialInfo:** Variable which contains all the information of a location which is not classified as a special location or colour location.

### Constructor

**public** Cards()

Constructor which initializes the array for Chance and Community Cards.

### Constructor

**public** Cards (String specialInfo)

Constructor which takes in the special info of the card and stores it into a variable. Used for chance card and community chest cards so that they will be stored in the super class.

**public** Cards[] returnCommCard()

Method to get the array for commCards

Return type is a card array

**public** Cards[] returnChanceCard()

Method to get the array for chanceCards

Return type is a card array

**public** String GetSpecialInfo()

Method to get the special info

Return special info of a card

**public void** AddCard(String filename)

Method to add cards from text file

Filename : name of textfile

- Method return type is void because it requires no return to the adding of cards. It creates an instance of FileAccessor class and imports the cards from the instance of FileAccessor using the method "Import card from file"

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