



Spring 2023

### Lab Goals

- Object Arrays
- Constructors
- Basic Exception Handling



#### Lab Instructions<sub>1</sub>

- Please create a mini poker game based on the provided code.
- Modify Card.java and add a new method: public int getPoint()
  - This method will return the points of a card using the following rules of points:
    - Cards  $2\sim10$ : its points is the face on the card
    - Ace: 20 points; Jack: 11 points; Queen: 12 points; King: 13 points
  - To determine points, please use the public field FACES of DeckOfCards
    - Equal determination for Stings:
      - https://docs.oracle.com/javase/9/docs/api/java/lang/String.html#equals-java.lang.Object-



#### Lab Instructions2

- Please develop the PokerGame class
  - In the constructor without parameters, please shuffle the cards.
  - Please design public void dealFiveCards():
    - Five cards should be dealt, and the individual cards, points, and total points of the five cards should be displayed (please refer to ex3-result.txt).
    - Please catch *NullPointerException* in this method to deal with the situation that the entire deck has been dealt (please refer to ex3-result.txt).



#### Lab Instructions3

■ Please provide another constructor to copy myDeckOfCards of the given PokerGame object parameter (Shallow Copy is enough, Deep Copy is not required), and reset currentCard to zero.



#### Lab Instructions<sub>4</sub>

- Please develop the PokerGameTest class
  - Design a while loop to allow users to continuously input options to play the game
  - Users can choose
    - 0: end the while loop (0 is the sentinel)
    - 1: deal five cards (call dealFiveCards())
    - 2: create a new deck of cards, and deal another five cards
    - 3: clone the previous deck of cards, and restart the deal
  - Please refer to ex3-result.ext to check the expected game history.



# **Expected Results**

□ Please check ex3-result.txt



## 結果繳交

- The naming should conform to the CamelCase style.
- "Package" is required: ntou.cs.java2023.
- Please submit .java files and .class files (upload them to TronClass).
- Code that fails to compile or execute is not accepted.

