Project 2

The project I have been working on is to make a card game. The deck of cards has 52 cards, not including the joker. In this game, we first shuffle the deck in a random order, then pick 5 cards to see what we have on hand. We loop the code 10000 times and see if we get pairs, three of the kind, four of the kind, flush or straight. First I thought the project is pretty straightforward. We only assign 52 cards to an ArrayList and use a random method to pick 5 elements from the array. It’s not that simple because we have 4 different types of cards (hearts, spaces, diamonds, and clubs). I tried many ways to organize the cards. I tried to use 2 dimension array [] [], but it didn’t work out well. Then I tried enumeration for suits and ranks.

At first, I don’t even know what poker is. I look up online to find ideas about poker games, how other people code the game. I sort through many websites and videos, I found 1 or 2 poker game programs including a joker, and nothing close to the project requirement. So I learn from those projects along with the fundamental knowledge I learned for my projects. Even though there are still mistakes in the game, but it is the best I can do.

Come to plotter, salter, and smoother project. This is the hardest part for me because I didn’t learn much about the session file input/ output. The plotter was easy because we only need to write the x, y values to the CSV file, but the hard part for me was to read the file then change the Y values. To as best of my knowledge, I can only read the file line by line, but I couldn’t separate the Y values to change it. I watched hundreds of videos and lookup many websites, they only show how to read the file line by line as what I know. I tried to figure out the solution for it, but I got stuck for many days. Luckily I found a video explaining the split(comma) method. It’s the final piece of the puzzle for my problem. Even though I cannot submit my project on time, I learn a lot from it.

Salter and smoother are very similar, we need to read the file, save Y values then change them. The variation of Y values in salter is much larger than smoother because, in the smoother project, we find the average of the Y values around it, so the difference between the two close Y values is not much.