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Class Hand

java.lang.Object
Hand

```
public class Hand
extends java.lang.Object
```

The Hand class models a player's hand of cards in the game of WAR! Enables a player to take cards from another deck or hand and play a card. Also, contains methods for players to use when a war situation arises while playing

Since:

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Constructor Summary

Constructors

Constructor and Description

[Hand\(\)](#)

Default constructor initializes two decks with zero cards.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type

Method and Description

int

[checkDeckSize\(\)](#)

Gets the current amount of cards owned by a player.

void

[clearWarDeck\(\)](#)

Clears a player's war deck, which means to give their war cards to the other player.

java.util.ArrayList<[Card](#)>

[getWarCards\(\)](#)

Gets the current player's war cards.

[Card](#)

[playCard\(\)](#)

Plays the first card from the player's main deck and removes it from their deck.

void	playWarCards() Plays four cards from the player's deck, which are now the player's war cards.
Card	revealWarCard() This is the "flip" card in a round of war.
void	takeCard(Card c) Takes a card from another deck and adds it to the player's deck.
void	takeWarCards() Takes cards from the player's war deck and adds it to the player's main deck.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Hand

```
public Hand()
```

Default constructor initializes two decks with zero cards. One used for non-war rounds and one for war rounds.

Method Detail

takeCard

```
public void takeCard(Card c)
```

Takes a card from another deck and adds it to the player's deck.

Parameters:

c - - a card object representing the card being taken and added.

takeWarCards

```
public void takeWarCards()
```

Takes cards from the player's war deck and adds it to the player's main deck. Then, clears the war deck in preparation for the next war occurrence. Only clears once there a non-war round happens next;

therefore, does not clear in the case of double or triple wars. Clearing, in this case, represents a user losing their war cards to the other player.

playCard

```
public Card playCard()
```

Plays the first card from the player's main deck and removes it from their deck.

Returns:

the card at the top of the player's main deck.

playWarCards

```
public void playWarCards()
```

Plays four cards from the player's deck, which are now the player's war cards. If the player cannot play four cards, the method allows the user to play their remaining cards for war.

getWarCards

```
public java.util.ArrayList<Card> getWarCards()
```

Gets the current player's war cards.

Returns:

- an ArrayList of Card objects representing a player's current war cards.

revealWarCard

```
public Card revealWarCard()
```

This is the "flip" card in a round of war. Gets the last war card played and reveals it to the other player.

Returns:

- a Card object representing the player's final war card in a war round.

clearWarDeck

```
public void clearWarDeck()
```

Clears a player's war deck, which means to give their war cards to the other player.

checkDeckSize

```
public int checkDeckSize()
```

Gets the current amount of cards owned by a player.

Returns:

- an int representing the current amount of cards in a player's hand.

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