

## User Guide:

### \* Run Poker Game with PokerGame.jar

```
java -jar PokerGame.jar
```

### \* At start up, you will be given \$20 pocket money and the current 5 cards in hand will be displayed

```
Let's play Poker!
```

```
Your Current Hand Is:
```

```
1: Ace:hearts  
2: 6:hearts  
3: Ace:spades  
4: 9:spades  
5: King:diamonds
```

### \* Each round, you will have a chance to discard one of current cards in hand

```
Enter the numbers of the cards you wish to discard.  
Entering the number of a discarded card retrieves it.  
Enter 0 to stop discarding.
```

```
2
```

```
1: Ace:hearts  
2: 6:hearts DISCARDED  
3: Ace:spades  
4: 9:spades  
5: King:diamonds
```

```
Select another card or 0 to complete the discard.
```

### \* After you have done discarding cards, enter 0 to stop discarding

```
Select another card or 0 to complete the discard.
```

```
0
```

### \* "Dealer" will replace your discarded card(s) with random card(s) and let you know what you got

```
Your Final Hand Is:
```

```
1: Ace:hearts  
2: King:spades  
3: Ace:spades  
4: 9:spades  
5: King:diamonds
```

```
Hand Value: Two Pair
```

```
Money: $22
```

### \* After that you can choose continue playing or not

```
Do you want to play again? (y/n) : y
```

## Code Guide:

This project consists of 6 simple classes where `Poker.java` has main method.

`Suit.java`, `Pips.java` and `Card.java` classes provide interfaces for poker suit and poker pips which together build a card object.

`Deck.java` class represents a deck of poke cards which consists of 52 poker cards.

`Hand.java` class defines current 5 cards in hand and methods that player can interact with.

`Poker.java` class is where the `main` method at. It does checking cards, updating money, etc. game related functions.