

SDET Poker Hand Evaluator Assignment

In this assignment you will be writing JUnit tests for a poker hand evaluator written in Java. The supplied code evaluates who are the winner(s) among several 5 card poker hands. Note for this project that only a subset of the regular poker hands has been implemented:

- Flush
- Three of a Kind
- One Pair
- High Card

To complete this assignment design and write JUnit tests for the `Hand` class and the `Poker` class.

Rules and Tie Breakers for those Subsets

Flush

A flush is any hand with five cards of the same suit. If two or more players hold a flush, the flush with the highest card wins. If more than one player has the same strength high card, then the strength of the second highest card held wins. This continues through the five highest cards in the player's hands.

Three of a Kind

If more than one player holds three of a kind, then the higher value of the cards used to make the three of kind determines the winner. If two or more players have the same three of a kind, then a fourth card (and a fifth if necessary) can be used as kickers to determine the winner.

One Pair

If two or more players hold a single pair, then highest pair wins. If the pairs are of the same value, the highest kicker card determines the winner. A second and even third kicker can be used if necessary.

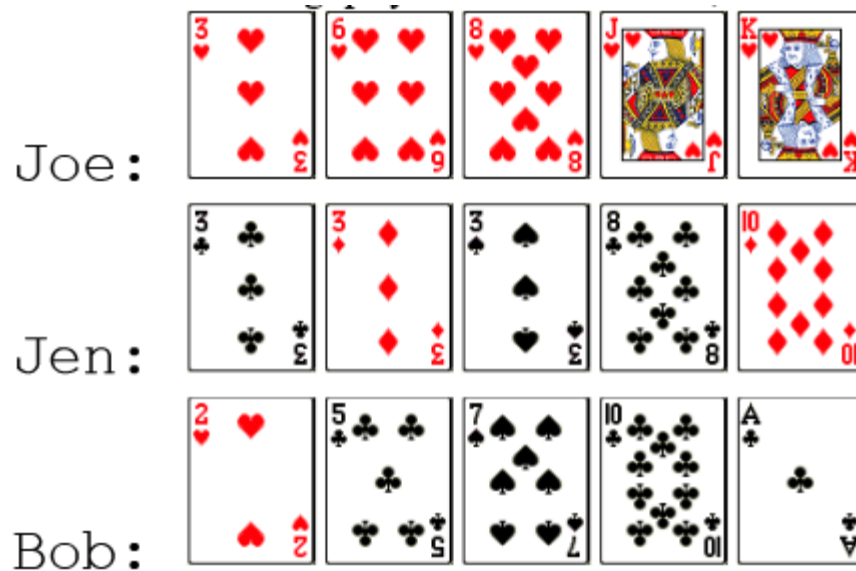
High Card

When no player has even a pair, then the highest card wins. When both players have identical high cards, the next highest card wins, and so on until five cards have been used. In the

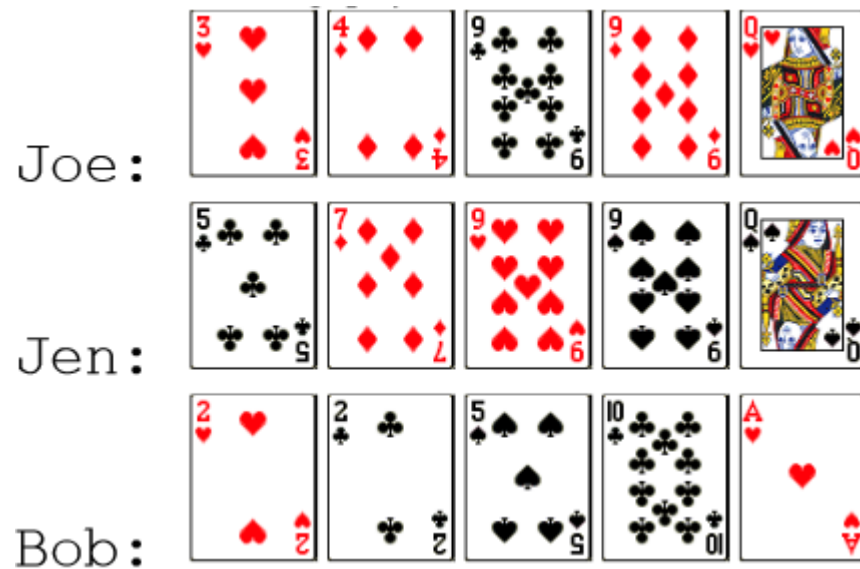
unusual circumstance that two players hold the identical five cards, both players win. For additional details please refer to Wikipedia.

Examples with Winners

Example 1: Joe wins



Example 2: Jen wins.



What else should I know?

Zip up your program and provide it to us via email or an online file sharing service.