Laboratory 5: Black Jack!

Java API
ArrayList
Lab 05 Documentation Included
matrix package "external" documentation Included

Download Lab05.zip for all of the additional supporting files that you will need to compile and run. Extract the files into your working directory

You can find the rules of blackjack all over the Internet. To get an idea of what you are trying to accomplish in this lab, I'll demonstrate the final solution. The dealer stands on all 17s. Doubling after splitting is always allowed. Multiple splitting is always allowed.

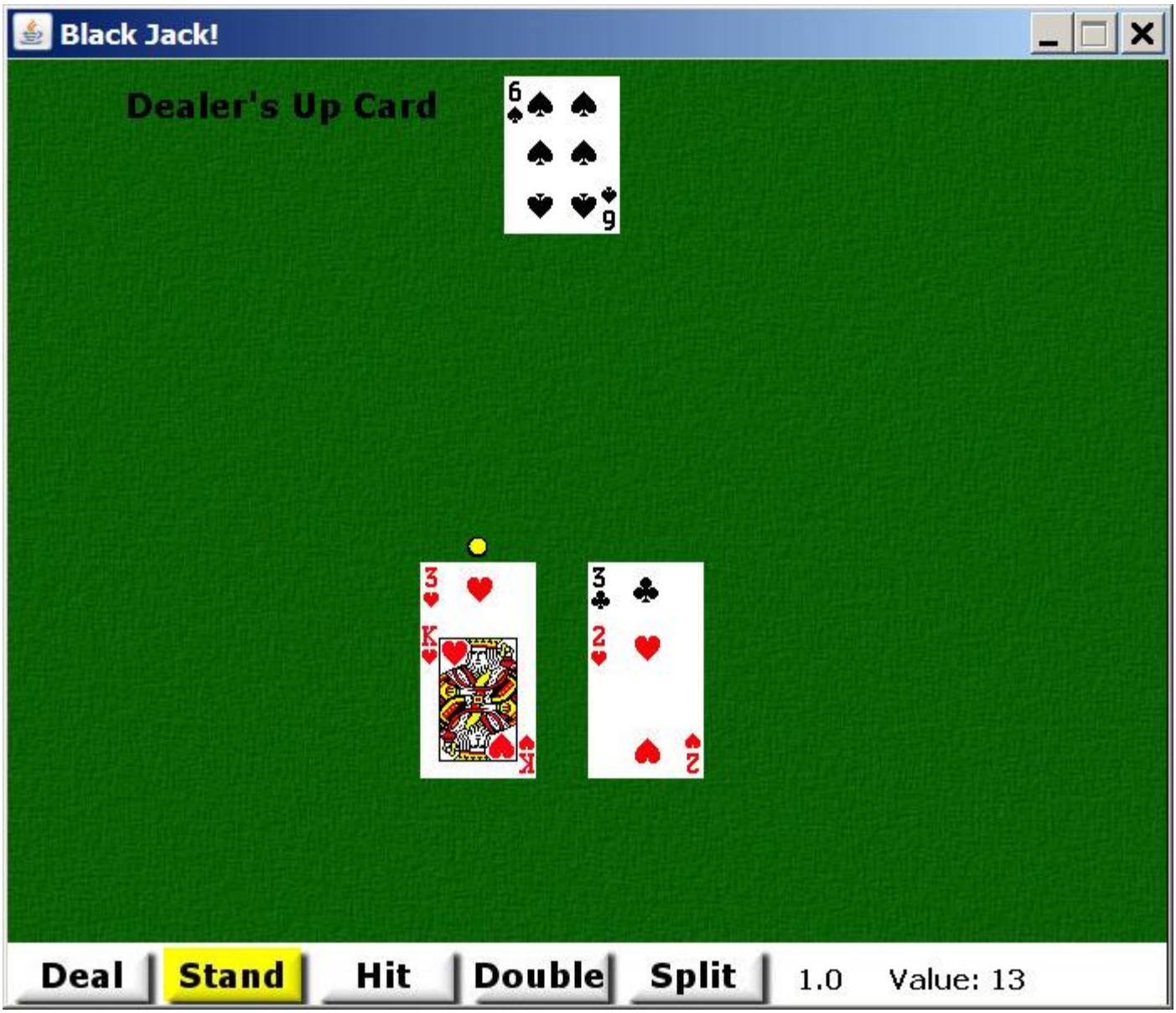
The yellow highlighting in BlackJack represents the optimal decision given your cards and the dealer's up card. Refer to the table below for the complete optimal strategy for blackjack. Across is the dealer's up card (T means a 10 or any face card). Down is your hand value. The table entries are as follows:

- **S** = Stand
- **H** = Hit
- **D** = Double Down
- **P** = Split

The A/ table entries represent soft hands of two or more cards. Splitting is only relevant at the bottom of the table where the possible duplicate card values are listed.

The row value listed next to the hand total indicates the row in the strategy array (see **BlackJackPlayer**) where the desired move for the corresponding hand total can be found. After the row has been determined by the hand total, simply go to the column corresponding to the dealer's up card. **Note:** the hand totals begin with 2 (two aces, row 0) and go up to 21 (row 19).

Dealer's Up Card	2	3	4	5	6	7	8	9	T	A
<= 8 (row 0 - 6)	H	H	H	H	H	H	H	H	H	H
9 (row 7)	H	D	D	D	D	H	H	H	H	H
10 (row 8)	D	D	D	D	D	D	D	D	H	H
11 (row 9)	D	D	D	D	D	D	D	D	D	H
12 (row 10)	H	H	S	S	S	H	H	H	H	H
13 (row 11)	S	S	S	S	S	H	H	H	H	H
14 (row 12)	S	S	S	S	S	H	H	H	H	H
15 (row 13)	S	S	S	S	S	H	H	H	H	H
16 (row 14)	S	S	S	S	S	H	H	H	H	H
>= 17 (row 15 - 19)	S	S	S	S	S	S	S	S	S	S
A/2 (row 20)	H	H	H	D	D	H	H	H	H	H
A/3 (row 21)	H	H	H	D	D	H	H	H	H	H
A/4 (row 22)	H	H	D	D	D	H	H	H	H	H
A/5 (row 23)	H	H	D	D	D	H	H	H	H	H
A/6 (row 24)	H	D	D	D	D	H	H	H	H	H
A/7 (row 25)	S	D	D	D	D	S	S	H	H	H
A/8 (row 26)	S	S	S	S	S	S	S	S	S	S
A/9 (row 27)	S	S	S	S	S	S	S	S	S	S
A/10 (row 28)	S	S	S	S	S	S	S	S	S	S
2/2 (row 29)	P	P	P	P	P	P	H	H	H	H
3/3 (row 30)	P	P	P	P	P	P	H	H	H	H
4/4 (row 31)	H	H	H	P	P	H	H	H	H	H
5/5 (row 32)	D	D	D	D	D	D	D	D	H	H
6/6 (row 33)	H	P	P	P	P	H	H	H	H	H
7/7 (row 34)	P	P	P	P	P	P	H	H	H	H
8/8 (row 35)	P	P	P	P	P	P	P	P	P	P
9/9 (row 36)	P	P	P	P	P	S	P	P	S	S
10/10 (row 37)	S	S	S	S	S	S	S	S	S	S
A/A (row 38)	P	P	P	P	P	P	P	P	P	P



Lab:

- Randomizing Object Arrays (Shuffling)
- For-Each Statement
- Object Arrays as Parameters/Return Values
- ArrayList (Using Generics)
- Primitive Arrays

Part I: Decks of Cards

For this part and the subsequent parts of this lab, refer both to the instructions below and the instructions given in the .java files.

Download the **Card** class (it's in the zip file). Although not necessary for this lab, the compareTo method for the Card class will compare by face value first, then by suit. A sorted Deck of Cards will have all the Aces first in the order Spades, Hearts, Clubs, Diamonds. Then the 2s in the same suit order, and so forth.

Complete the constructor in the Decks class. Create the requested number of standard 52 card decks (check user input). You will need to use a nested for loop. After you have all the required Cards, shuffle all of the of Cards together.

Complete the shuffle method in the **Decks** class. Use the Permutation class, which requries the Random class. After all of the Cards are shuffled, reset count so that all of the Cards in the Decks are again available.

Look at the deal method (the code for this method has been given to you). The deal method uses the count instance variable to return the next Card in the Decks. After a Card has been selected from the Decks, count is decremented in preparation for the next call to deal. If there are no more Cards left to deal, shuffle is called to reset the Decks.

Part II: BlackJackHand

Complete the BlackJackHand class. A **BlackJackHand** object holds a minimum of two Cards, but the maximum number that the hand will hold is not known. Thus, it is convenient to use an **ArrayList** to hold the Cards in the BlackJackHand. Make your ArrayList able to hold only Card objects. The constructor will accept two Cards, which are placed in the ArrayList. You must also determine whether the hand is a soft hand or not. Simply determine if one of the two Cards is an Ace, in which case the hand is soft. The remaining methods that you need to complete are described in the comments.

Part III: BlackJackPlayer

Complete the BlackJackPlayer class. The BlackJackPlayer class holds all of the player's hands. Like the number of cards in a BlackJackHand, the maximum number of hands that the player will have is not known (due to splitting). BlackJackPlayer keeps track (through the **index** instance variable) of which hand the player is currently

playing. The BlackJackPlayer class also **has-a** BlackJackStrategy which must be instantiated in the constructor.

Part IV: BlackJackStrategy

Complete the BlackJackStrategy class to obtain the desired move given a player's hand total and the dealer's up card. The desired strategy is read in from a text file and stored in a matrix (**BasicMatrixInterface**, done for you). Use the row and column information provided above to determine the optimal strategy. Your result will be highlighted in yellow when the game is running. The user is not required to use the optimal strategy, however. Assume a BlackJackHand method isSoft() is available, which you will write in the next part. Note the following convention when reading from the text file:

- 1 = Stand
- 2 = Hit
- 3 = Double
- 4 = Split

You are required to choose one partner for this lab. Only one submission per team is necessary, but please make sure to include both names at the top of your source code, as well as in the comments section when submitting the lab, so both people can get credit.