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To complete this assignment I first started by writing out all of the provided classes and completing as many basic methods as possible. I then worked out the main menu. Most of the classes were pretty straightforward and contained a majority of the necessary functions and variables that I would need. The main classes that would require modification to complete the assignment were Player, HumanPlayer, and Game.

Before I figured out the getBet method for both the Human and Alpha player, I created the basic betting round mechanics in playGame for the Game class to ensure that the basic betting order would be followed. After I did that, I then realized that getBet was going to problematic because of class inheritance. To overcome this, I found the easiest solution was to create a different method for every combination of players (e.g. Human-Alpha, Human-Human, Alpha-Alpha, etc). Since the getBet method is overridden for the child classes I could use the exact same code, but I had to make different methods accepting different player classes to get the correct functionality.

After this it was just a matter of running the game repeatedly to ensure that the betting order was correct, chips were being given/taken correctly, etc.

To demonstrate my program I created a basic test called TEST1 that pits two Alpha players against each other. Output is printed to the console so I can review each betting round and verify that all the rules are being followed.