Deck

In Java, a deck of cards is represented by both code. They perform similar tasks like dealing cards, shuffled the deck, and keeping track of the number of cards remaining. However, while the code from textbook does not identify the data structure used, the code from tutorial uses an ArrayList to store the cards. Additional methods for adding cards to the deck, determining how many cards are remaining in the deck, and reloading the deck from a discard pile are also included in the Kevin’s code. Constructors, getters, and setters are all examples of object-oriented computing techniques used in both codes. However, the Kevin’s code also includes a copy constructor for creating a copy of a deck.

Card

The tutorial's code illustrates a Card class that enables the construction of cards with a Suit and a Rank. It also includes methods for obtaining the card's value, suit, and rank as well as for printing the card to the console and implementing the Comparable interface for sorting. The "textbook's" code represents a Card class that represents a playing card from a typical poker deck, including Jokers. It has constants for suits and values, methods for determining the suit and value, and for creating cards with a given suit and value. Invalid parameter handling is also represented.

Hand

The hand of cards in a card game is represented by the class Hand in the instructional code. The hand can be cleared, added to, or removed from, the number of cards in the hand determined, a card at a specific location gained, and the cards can be sorted by value or suit. The tutorial code provided is also a class called Hand, but it has additional methods to take a card from a deck, discard the hand, calculate the numerical value of the hand, and get a card at a specified index. Both codes store the cards in the hand in an ArrayList, but Kevin's code has extra features for managing cards in reference to a deck and figuring out hand value. Overall, the textbook's code is focused on basic hand management, whereas the tutorial code is more detailed and suitable for a card game application.