## Model 1 Hand of Cards

Questions (20 min)

Creating an array of objects is typically a 3-step process:

- 1. Declare the array 2. Instantiate the array 3. Instantiate each object Card[] hand; hand = new Card[5]; hand[0] = new Card(4, 2);hand[1] = new Card(3, 1);Card hand 4 suit 2 rank null Card null 3 null suit 1 rank
- 1. What is the type of the local variable hand? What is the value of hand *before* step 2? What is the value of hand *after* step 2?

Start time:

- 2. When you create an array (e.g., new Card[5]) what is the initial value of each element?
- 3. When you construct a new object (e.g., new Card(4, 2)) what are the initial values of its attributes (e.g., this.rank)?

The new operator finds a memory location to store an array or object. Java automatically determines how much memory is needed and initializes the contents of the corresponding memory cells to zero. That's why array elements and object attributes have default values, whereas local variables (not allocated with new) must be initialized before they are used.

**4**. Describe in your own words what the following code does. Be sure to explain how the random part works.

```
int index = (int) (Math.random() * hand.length);
hand[index] = null;
```

5. What is the result of running the loop below? Explain why the if-statement is necessary.

```
for (int i = 0; i < hand.length; i++) {
    if (hand[i] != null) {
        int suit = hand[i].getSuit();
        System.out.println("The suit of #" + i + " is " + Card.SUITS[suit]);
    }
}</pre>
```

**6**. The *enhanced for loop* allows you to iterate the elements of an array. Another name for this structure is the "for each" loop. Rewrite the following example using a standard for loop.

```
String[] days = {"Sun", "Mon", "Tue", "Wed", "Thu", "Fri", "Sat"};
for (String day : days) {
    System.out.println(day + " is a great day!");
}
```

- 7. In contrast to enhanced for loops, what does a standard for loop iterate? Why would it be misleading to name the enhanced for loop variable i instead of day?
- 8. Rewrite the loop in #5 using an enhanced for loop. Use an appropriate variable name for the Card object (i.e., not i). For simplicity, you may omit the System.out.println line.