

```

1 package club.westcs.BlackjackCeciliaB;
2
3 import java.util.Scanner;
4
5 public class StrippedCurrency {
6     //Attributes
7     /*
8         * int
9         *          //playerCurrency
10        *          //pot
11        * Object
12        *          //Scanner
13        */
14
15    /**
16     * integer of the player currency
17     * integer of the pot
18     * scanner
19     * integer of the knuts
20     * integer of the sickle
21     * integer of the galleons
22     * integer of the Knuts
23     * integer of the Sickles
24     * integer of the Galleons
25     */
26
27     public int playerCurrency;
28     private int pot;
29     private Scanner scan;
30     private int Knuts;
31     private int Sickles;
32     private int Galleons;
33     private int galleons;
34     private int sickles;
35     private int knuts;
36
37     //Constructor
38     //regular constructor start the pot at 0 and playercurrency at however high you want the player to start

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39
40- /**
41     * makes a new scanner
42     * player currency starts off with 0
43     * knuts start off with 20
44     * sickles start off with 15
45     * galleons start off with 5
46     * the pot starts of with $0
47     */
48
49- public StrippedCurrency() {
50     scan = new Scanner(System.in);
51     playerCurrency = 0;
52     Knuts = 20;
53     Sickles = 15;
54     Galleons = 5;
55     pot = 0;
56
57 }
58
59 //Methods
60
61- /**
62     * #1 getPlayerCurrency()
63     *
64     * #2 bet()
65     *     -must have a try catch
66     *     -ask the player how much they want to bet
67     *     -make sure the bet is greater than 0 and less than or equal to player currency
68     *     -If the bet is valid take it away from playercurrency
69     *     -set the pot += the bet * 2
70     *
71     * #3 tie()
72     *     -print you tied
73     *
74     * #4 lose()
75     *     -print you lose
76     *     -set the pot to 0
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77         * #5 win()
78         *     -print you win
79         *     -add the pot to the playerCurrency
80         *     - set pot = 0
81         */
82
83     /**
84     * starts off the galleons with 5
85     * starts off the sickles with 15
86     * starts off the knuts with 20
87     * prints what you have in each
88     * prints what each is worth in our money
89     * does the math to covert the knuts, sickles, and galleons into our money
90     * prints what they have in our money
91     * @return the pot
92     */
93
94     public int getPlayerCurrency() {
95         Galleons = 5;
96         Sickles = 15;
97         Knuts = 20;
98         System.out.println("You have " + Knuts + " knuts, " + Sickles + " sickles, " + Galleons + " galleons.");
99         System.out.println("Galleons are equivilant to $1,000, Sickles are equivilant to $100, and Knuts are equivilant to $1");
100        playerCurrency = Knuts + (Sickles * 100) + (Galleons * 1000);
101        System.out.println("You have $" + playerCurrency + " in our money.");
102        return pot;
103    }
104
105    /**
106    * prints how many galleons do they want
107    * saves the answer
108    * in a try catch loop it checks if the answer is above 0 and under their total currency worth
109    * once it is confermed it puts it into the pot
110    * does this for each currency with the catch being that they have to type numbers only
111    */
112

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113 public void bet() {
114     System.out.println("How many Galleons do you want to bet?");
115     galleons = Integer.parseInt(scan.nextLine());
116     try {
117         if(galleons < Galleons && galleons > 0) {
118             System.out.println("Please choose a number in your total currency amount.");
119         }
120         else {
121             pot += galleons * 1000;
122         }
123     }
124     catch(NumberFormatException e) {
125         System.out.println(e);
126         System.out.println("Please type only numbers.");
127     }
128     System.out.println("How many Sickles do you want to bet?");
129     sickles = Integer.parseInt(scan.nextLine());
130     try {
131         if(sickles < Sickles && sickles > 0) {
132             System.out.println("Please choose a number in your total currency amount.");
133         }
134         else {
135             pot += sickles * 100;
136         }
137     }
138     catch(NumberFormatException e) {
139         System.out.println(e);
140         System.out.println("Please type only numbers.");
141     }
142     System.out.println("How many Knuts do you want to bet?");
143     knuts = Integer.parseInt(scan.nextLine());
144     try {
145         if(knuts < Knuts && knuts > 0) {
146             System.out.println("Please choose a number in your total currency amount.");
147         }
148         else {
149             pot += knuts * 1;
150         }
151     }

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```
151     }
152     catch(NumberFormatException e) {
153         System.out.println(e);
154         System.out.println("Please type only numbers.");
155     }
156
157 }
158
159 /**
160  * sets the pot to zero
161  */
162
163 public void lose() {
164     pot = 0;
165 }
166
167 /**
168  * adds the pot to the player currency total and resets the pot to 0
169  */
170
171 public void win() {
172     playerCurrency += pot;
173     pot = 0;
174 }
175
176 /**
177  * makes the knuts, sickles, and galleons back to their default values
178  */
179
180 public void resetCurrency() {
181     Knuts = 20;
182     Galleons = 5;
183     Sickles = 15;
184 }
185
186 }
187
```