

The Game of War  
Final Assignment  
Colton Andrews CPT 237

This version of the popular game pits you against the machine. To play simply start the game and the cards will be dealt, half to you and half to the machine.

To play one hand at a time click the Play Single Hand Button

To watch the game play automatically between you the player, and the machine, click the Start button.

Click the Stop button to stop autoplay.

To save a game where it's at, you can click the Save button and pick a file to save both player's hands, to finish the game later.

To load a saved game, click the Load Game button. Game will pickup at the next hand.

This program exercises the following requirements as shown in the attempted column.

Requirement	Points	Attempted	Notes
Program meets the minimum requirements, runs and is well written	50	50	
Use a list of at least one of the classes	5	5	
Loads the list from a file	10	10	
Sorts the list in a meaningful way. Using a Table to do your sort will not count since you do not provide it.	5	5	Peek at Cards does a reverse sort to show best cards first for each player
Provide a graphical (JavaFX) user interface. I expect you to validate input so that there are no exceptions thrown.	10	10	
Use a JavaFX Table to display your object; you'll need to do some research	10	10	Peek at Cards window uses two tables to show cards
Use an interface you that you design; it should be meaningful and something that legitimately belongs to more than one class	5	5	Used an interface for Player with the intent of creating machine vs. Human player, but inheritance proved better.
Add exception handling to your application. When information is read from the file system, report when invalid information is read, showing the line number and what is incorrect about the line	5	5	Loading game validates records read
Saving the state of your objects and reading them back in when the program starts again.	10	10	Load/Save game features
Storing objects in a database rather than a file	10		
Using FXML to create your user interface.	10	10	Peek at Cards window is built with FXML and controller class.
A legitimate use of pattern matching	5		
A legitimate use of threads (unlikely, but I thought I would add it.	10		