**PONTOON**

import java.util.Scanner;

public class Pontoon {

private final String AGAIN = "y";

private final char HIT = 'h';

private final char STAND = 's';

private Decks cards;

private boolean tracing;

private Scanner sc;

private int wins;

private int losses;

private int draws;

private int games;

public Pontoon() {

this.sc = new Scanner(System.in);

this.cards = new Decks(3);

this.tracing = false;

this.cards.setTracing(false);

this.games = 0;

this.wins = 0;

this.losses = 0;

this.draws = 0;

explain();

}

public void play() {

trace("play: begins");

System.out.println();

System.out.print("Would you like to play Pontoon? ");

String wantsToPlay = this.sc.next();

while (wantsToPlay.equalsIgnoreCase("y")) {

System.out.println();

oneGame();

System.out.print("Would you like to play Pontoon again? ");

wantsToPlay = this.sc.next();

}

System.out.println();

System.out.print("You played " + this.games + " game");

if (this.games != 1)

System.out.print("s");

System.out.println(".");

System.out.println("You won " + this.wins + ", lost " + this.losses + ", and drew " + this.draws + ".");

System.out.println("Thanks for playing.");

trace("play: ends");

}

public void oneGame() {

char move = 'h';

this.games++;

this.cards.deal();

this.cards.getClass();

this.cards.getClass();

this.cards.getClass();

System.out.println("Player has a " + this.cards.cardToString(true, 1) + " and a " + this.cards.cardToString(true, 2) + " for a total of " + this.cards.getTotalOfCards(true));

System.out.println("Dealer has a " + this.cards.lastCardToString() + " and a ???");

System.out.println("");

System.out.println("Player's turn...");

while (!this.cards.gameOver() && move == 'h') {

System.out.println("Hit or Stand? ");

move = this.sc.next().charAt(0);

move = Character.toLowerCase(move);

if (move == 'h') {

this.cards.getClass();

this.cards.drawCard(true);

this.cards.getClass();

System.out.println("Player draws a " + this.cards.lastCardToString() + " for a total of " + this.cards.getTotalOfCards(true));

continue;

}

if (move != 's')

System.out.println("Not sure what '" + move + "'means -- assuming stand...");

}

this.cards.getClass();

if (this.cards.isBust(true)) {

System.out.println("Player is bust.");

} else {

this.cards.getClass();

if (this.cards.getNumberOfCards(true) >= 5) {

System.out.println("Player has 5 and under.");

} else {

this.cards.getClass();

System.out.println("Player sits on " + this.cards.getTotalOfCards(true) + ".");

}

}

System.out.println("");

System.out.println("Computer's turn...");

this.cards.refreshComputersTotal();

this.cards.getClass();

this.cards.getClass();

this.cards.getClass();

System.out.println("Computer has a " + this.cards.cardToString(false, 1) + " and a " + this.cards.cardToString(false, 2) + " for a total of " + this.cards.getTotalOfCards(false));

while (!this.cards.gameOver()) {

this.cards.computersTurn();

this.cards.getClass();

System.out.println("Computer draws a " + this.cards.lastCardToString() + " for a total of " + this.cards.getTotalOfCards(false));

}

this.cards.getClass();

if (this.cards.isBust(false)) {

System.out.println("Computer is bust.");

} else {

this.cards.getClass();

if (this.cards.getNumberOfCards(false) >= 5) {

System.out.println("Computer has 5 and under.");

} else {

this.cards.getClass();

System.out.println("Computer sits on " + this.cards.getTotalOfCards(false) + ".");

}

}

this.cards.getClass();

if (this.cards.whoWon() == 1) {

System.out.println("You WON!");

this.wins++;

} else {

this.cards.getClass();

if (this.cards.whoWon() == 2) {

System.out.println("You LOST!");

this.losses++;

} else {

System.out.println("It was a DRAW.");

this.draws++;

}

}

}

public void explain() {

trace("explain the game");

System.out.println("PONTOON -- A Game of 21");

System.out.println("");

System.out.println("The object of the game is to get as close to 21 as possible or to have 5");

System.out.println("cards with a total under 21.");

System.out.println("");

this.cards.getClass();

System.out.println("The computer continues to draw cards if under " + '\020' + ".");

}

public void setTracing(boolean traceState) {

this.tracing = traceState;

}

public void trace(String message) {

if (this.tracing)

System.out.println("Pontoon: " + message);

}

}