CSC112 – Spring 2021 Lab #3 Gradesheet

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Note: Do not grade work submitted with compiler errors. Code with compiler errors is late, and must be fixed by the student before we will grade it.

1. Card Class (40 pts):
   1. create 2 data members; suit and rank (5 pts) - Yes
   2. create a default constructor (5 pts) - Yes
   3. create a parameterized constructor (5 pts) - Yes
   4. use the comparator interface to implement the ranking system for the cards (15 pts) - Yes
   5. override the toString method to print the value of the card in a meaningful way as "Queen of Diamond" (10 pts) - Yes
2. Deck class (40 pts):
   1. include 3 data members; cards, arraySize, cardsLeft (5pt) - Yes
   2. populate the deck with 52 cards using 2 nested loops for the rank and the suit (15 pts) - Yes
   3. include a member method that shuffles the cards in the deck by performing cardsLeft2 swaps of two randomly chosen cards in the deck, (10 pts) - Yes
   4. include a member method that removes a card from the deck and returns its value or return the card itself (10 pts) - Yes
3. the main (20 pts):
   1. declare a deck and populate it (5 pts) - Yes
   2. shuffle the deck (5 pts) - Yes
   3. use the comparator to compare the computer and user cards (5 pts) – Yes, but there is an error in formatting that results in a wrong “win condition”

Ex:

Computer's value is 2 of Clubs

Do you think your number is higher or lower? (H/L)

h

Sorry, you're wrong:

your value is 10 of Hearts

Play again? (Y/N)

Clearly the user card is higher, and when inputted higher, the program tells the user that they are wrong. (-5)

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* 1. track the numbers of user’s wins and losses (correct and incorrect guesses) and report them when the game ends, (5 pts) - Yes

Readibility (0=OK/-5=Needs More/-10=Offensive) – Just make sure you test your code to make sure it works properly.

Grade: 95/100

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