Class PlayingCard

java.lang.Object
    PlayingCard

```
public class PlayingCard
extends java.lang.Object
```

Representation of standard playing card.

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Field Summary

Fields

Modifier and Type	Field and Description
private int	**rank** Rank of the PlayingCard, values 2-10 or one of the RANK_...
static int	**RANK_ACE** Rank special values.
static int	**RANK_JACK** Rank special values.
static int	**RANK_KING** Rank special values.
static int	**RANK_QUEEN** Rank special values.
private int	**suit** Suit of the PlayingCard, one of the SUIT_...
static int	**SUIT_CLUBS** Suit values.
static int	**SUIT_DIAMONDS** Suit values.
static int	**SUIT_HEARTS** Suit values.
static int	**SUIT_SPADES** Suit values.

Field Detail examples

SUIT_SPADES

```
public static final int SUIT_SPADES
```

Suit values.

See Also:

Constant Field Values

rank

```
private int rank
```

Rank of the PlayingCard, values 2-10 or one of the RANK_... constant so values 2-14.

suit

```
private int suit
```

Suit of the PlayingCard, one of the SUIT_... constant, values 0-3.

Constructor Summary

Constructors
Constructor and Description
PlayingCard(int rank, int suit) Constructs a card with specified initial rank and suit.

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method and Description
boolean	**equals**(java.lang.Object object) Tests whether this card is equal to some other object.
java.lang.String	**format**() Returns formated string representation of PlayingCard instance.
int	**getRank**() Returns rank of PlayingCard.
int	**getSuit**() Returns suit of PlayingCard.
private java.lang.String	**rankToString**(boolean symbol) Converts rank value to string representation.
private java.lang.String	**suitToString**(boolean symbol) Converts suit value to string representation.
java.lang.String	**toString**() Returns string represetation of PlayingCard instance.

Constructor Detail

PlayingCard

```
public PlayingCard(int rank,
                   int suit)
```

Constructs a card with specified initial rank and suit.

Parameters:

rank – initial rank

suit – initial suit

Method Detail examples

getSuit

```
public int getSuit()
```

Returns suit of PlayingCard.

Returns:
value of suit of PlayingCard

equals

```
public boolean equals(java.lang.Object object)
```

Tests whether this card is equal to some other object.

Overrides:
equals in class java.lang.Object

Parameters:
object – the object to be tested

Returns:
true if it is the same object or if object is instance of PlayingCard and has the same rank and suit, false otherwise

Class Pack

java.lang.Object
        Pack

---

public class **Pack**
extends java.lang.Object

Pack of PlayingCards.

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Field Summary

Fields

Modifier and Type	Field and Description
private java.util.ArrayList<**PlayingCard**>	**cards** Pack of PlayingCards.

Constructor Summary

Constructors

Constructor and Description
Pack() Constructs a pack of 52 cards.

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method and Description
void	**shuffle**() Shuffles cards in pack.
java.lang.String	**toString**() Returns string representation of 52 card pack.

Field Detail

cards

```
private java.util.ArrayList<PlayingCard> cards
```

Pack of PlayingCards.

Constructor Detail

Pack

```
public Pack()
```

Constructs a pack of 52 cards. Sorted by suit Clubs, Diamonds, Hearts, Spades. Sorted ascending.

Method Detail

shuffle

```
public void shuffle()
```

Shuffles cards in pack.

toString

```
public java.lang.String toString()
```

Returns string representation of 52 card pack.

Overrides:
toString in class java.lang.Object

Returns:
string representation of 52 card pack