

hw1

Class Stats

java.lang.Object
hw1.Stats

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

A class that implements a simple statistic tracking array

Since:

2017-04-03

Version:

1.0

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Constructor Summary

Constructors

Constructor and Description

Stats()

creates an empty array

Stats(int first, int second)

Creates an array with specified values for JUnit testers

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type

Method and Description

float

averageGames(int choice)

Computes the average games won by the user or the computer

int	getTotalGames() Calculates the number of games played
void	incrementComputerWins() Increments the number of games won by the computer
void	incrementUserWins() Increments the number of games won by the user
void	printStats() Displays the statistics message about the average percentage wins of the computer and the user
void	reset() Clears the statistics array for the number of user and computer wins
void	resetWrong() Incorrectly clears the statistics array for the number of user and computer wins

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Stats

```
public Stats()
```

creates an empty array

Stats

```
public Stats(int first,
             int second)
```

Creates an array with specified values for JUnit testers

Parameters:

first: - assigned to the first cell

second: - assigned to the second cell

Method Detail

getTotalGames

```
public int getTotalGames()
```

Calculates the number of games played

Returns:

The total number of played games

incrementUserWins

```
public void incrementUserWins()
```

Increments the number of games won by the user

incrementComputerWins

```
public void incrementComputerWins()
```

Increments the number of games won by the computer

averageGames

```
public float averageGames(int choice)
```

Computes the average games won by the user or the computer

Parameters:

choice: - depending on the value of choice the corresponding average (percent) is returned: if choice is 0, return the average for a user if choice is 1, return the average for a computer otherwise return -1

Returns:

percentage of games won by user/computer depending on the choice

printStats

```
public void printStats()
```

Displays the statistics message about the average percentage wins of the computer and the user

reset

```
public void reset()
```

Clears the statistics array for the number of user and computer wins

resetWrong

```
public void resetWrong()
```

Incorrectly clears the statistics array for the number of user and computer wins

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