

DOCUMENTATION POKEDECK

Adding / Deleting a card :

The deck contains an ArrayList with all cards. To add or delete a card, the program will call the `addCard(Deck deckUser)` or `deleteCard(Deck deckUser)` function of the `SecondPanel` class respectively. To delete a card, the program will take the id of a card as a parameter and before permanently deleting a card, the program displays the card that the user wants to delete by asking for confirmation from the user to delete the card. To add a card to the player's package, the program will first go through the step of creating a card (`createCard(Deck deckUser, int idMenu)`) and then add the created card to the package.

Display of cards :

To display all the user's cards, the program will use the `showDeck()` method of the `Deck` class. To modify the display of the information on a card, it will modify the `toString()` method in the following classes: `EnergyCard`, `TrainerCard` and `PokemonCard`.

Editing a card :

To edit a card in the package, the program will use the `editCard(Deck deckUser)` method. To modify the description of a card the program will need the card ID. Before modifying the description the program will display the card that the user chooses to modify and will wait for confirmation otherwise the program will cancel the modification and return to the main menu.

Search for a card :

The search for a card can be done either by choosing the id of a card or the type of the card by calling the method `searcheCard(Deck deckUser)`. If the user has chosen the search by id option, the program will display the map with the id chosen by the user. In the other case, the program will ask for the type of the card and display all cards of that type.

Backup and import of a package :

To save a card the package when the program stops running, the program uses the Serializable class. When the program is launched, the main menu will be created. In the main menu builder, the program will read the deck.serial file to retrieve the player's deck with all cards using the createDeck() method of the MainPanel class. If the user chooses the option to exit the program, the program will start the saveDeck() function of the MainPanel class. This function will retrieve the current package and replace the old package in the deck.serial file.