

Card Game

Fundamental Java Resit Project

Installation Guide

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ISM

Introduction

The Card Game is a Java Program aims at realizing the following:

- **Part 1:** realization of a core program that can construct, then display a card deck in the standard console.
- **Part 2:** realization of a simple card game between 4 players, where they are dealt a hand of cards at the beginning. Each round they select a card at random, and the highest card determines the winner, which then takes all the other cards of this round. The first player to win all the cards is deemed the winner.
- **Part 3:** addition of data persistence where all match records are stored in either an XML File or a Database (A player name should be stored, associated with its wins and defeats).

Prerequisites/Requirements

- System Requirements : An ideal system (Windows, Mac, Windows, or Another OS, RAM: 2GB or higher, 32/64 Bit OS, CPU: core i3 or higher).
- Install Java Development Kit to compile the program without any problem. To install, follow this link:
<https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>
- Install Eclipse IDE for Java. This program is developed using eclipse. Install eclipse at:
http://www3.ntu.edu.sg/home/ehchua/programming/howto/eclipsejava_howto.html

How to Run the Card Game

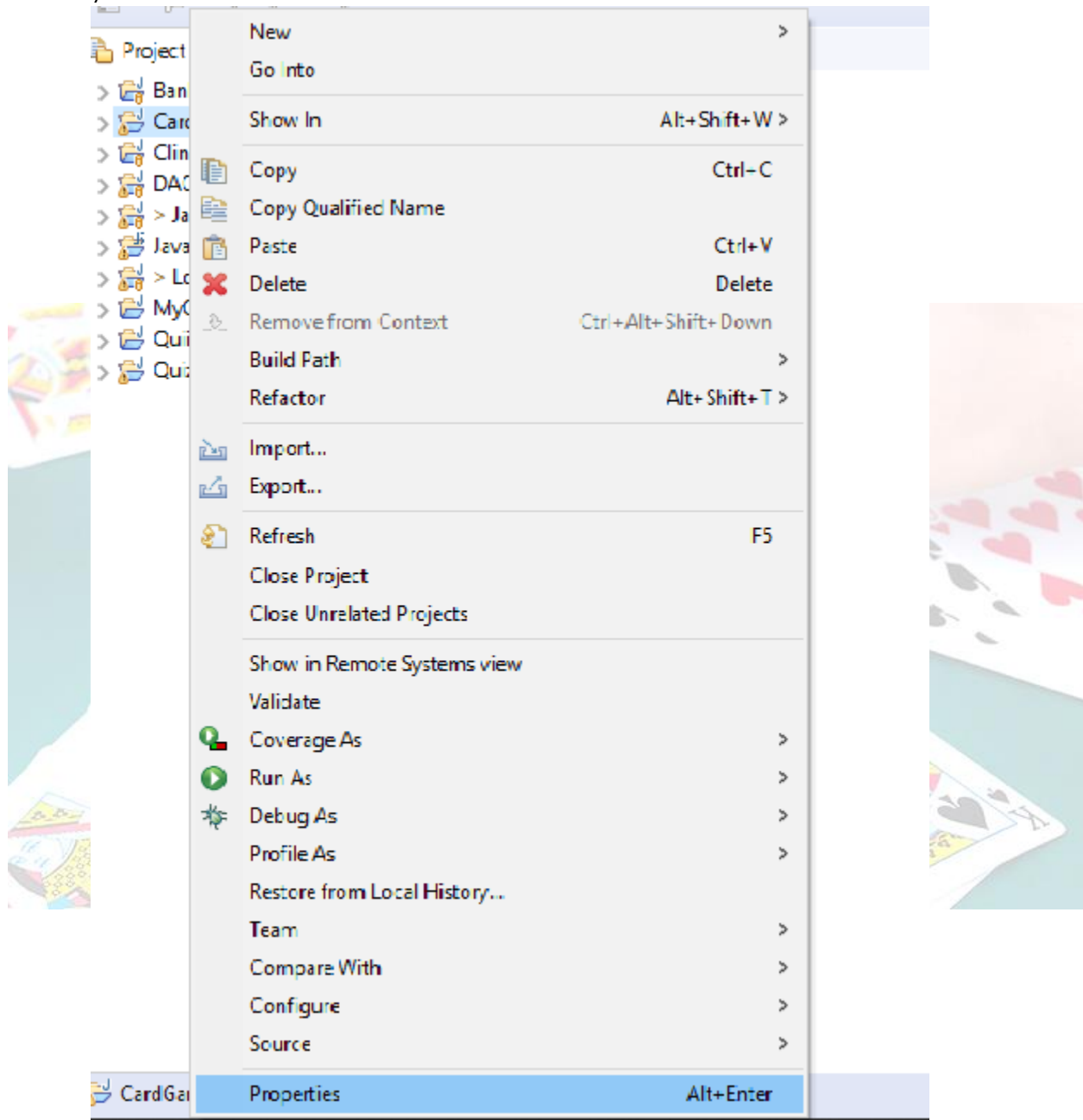
Step 1: Pull the repository (the Card Game) from github at:
<https://github.com/ishakudogara/JavaFundResitProject> to eclipse.

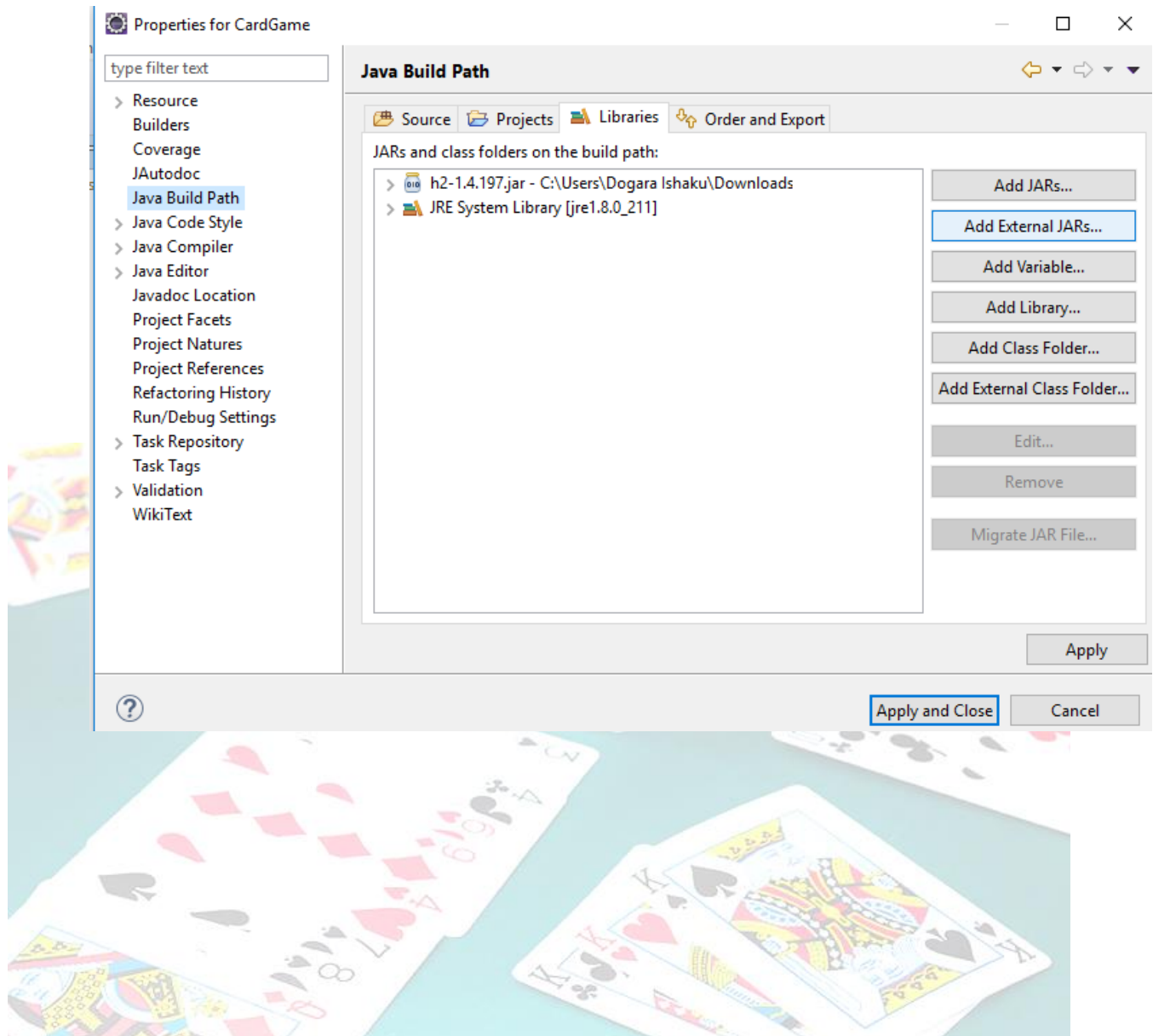
Step 2: Download H2 Database (application) at: <https://jar-download.com/artifacts/com.h2database/h2/1.4.197/source-code> and start the database in server mode.

Step 3: Configure H2 username, password and url in
/CardGame/app.properties

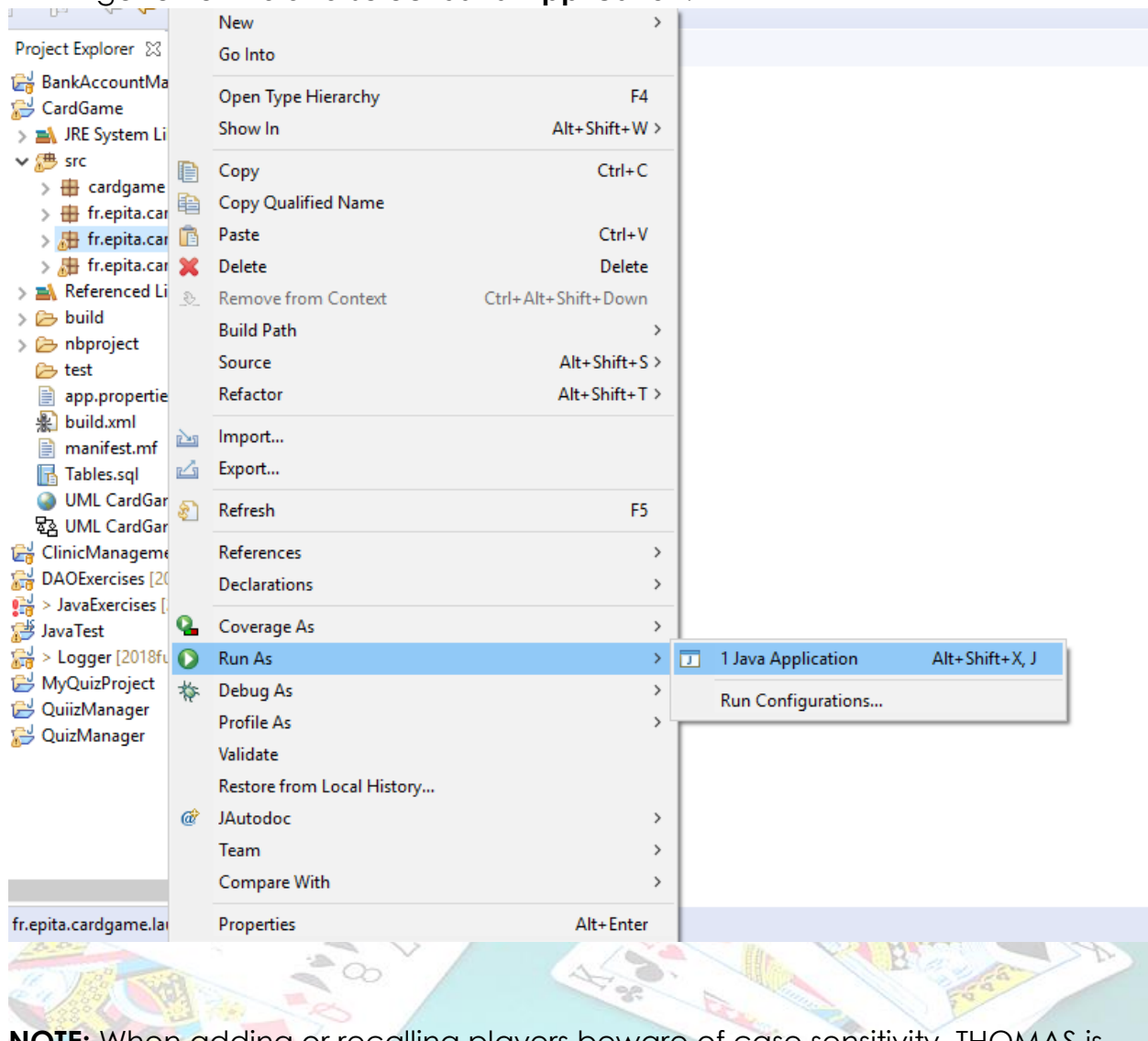
Step 4: Add tables to H2 server in /CardGame/Tables.sql

Step 5: Download H2 Jar Executable File (h2-1.4.197.jar). Configure the Java Build Path. Right click on the CardGame Project, select **Properties**, select **Java Build Path**, then select **Add External JARs** and add the jar file you downloaded.





Step 6: Go to the package `fr.epita.cardgame.launcher`, right click on it, go to **Run As** and select **Java Application**.



NOTE: When adding or recalling players beware of case sensitivity, THOMAS is not the same as Thomas.