

hw1

Class CounterStat

java.lang.Object

hw1.CounterStat

public class CounterStat

extends java.lang.Object

A class that implements a simple statistic tracking array

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1.0

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Constructor Summary

Constructors

Constructor and Description	
CounterStat ()	creates an empty array
CounterStat(int first, int second, int third)	Creates an array with specified values

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type		Method and Description
int		averageGames(int choice)
int		getTotalGames ()

	Calculates the number of games played
void	incrementComputerWins() Increments the number of games won by a computer
void	incrementTies() Increments the number of ties between a user and a computer
void	incrementUserWins() Increments the number of games won by a user
void	printStats() Prints the statistics message
void	reset() Resets the statistic array if the player wants to play again
void	resetWrong()

Methods inherited from class java.lang.Object

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

Constructor Detail

CounterStat

```
public CounterStat()
```

creates an empty array

CounterStat

```
public CounterStat(int first,
                  int second,
                  int third)
```

Creates an array with specified values

Parameters:

first: - assigned to the first cell

second: - assigned to the second cell

third: - assigned to the third 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 a user

incrementComputerWins

```
public void incrementComputerWins()
```

Increments the number of games won by a computer

incrementTies

```
public void incrementTies()
```

Increments the number of ties between a user and a computer

averageGames

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

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 if choice is 2, return the average for ties otherwise return -1

Returns:

percentage of won games or ties, depending on the parameter choice.

printStats

```
public voidprintStats()
```

Prints the statistics message

reset

```
public voidreset()
```

Resets the statistic array if the player wants to play again

resetWrong

```
public voidresetWrong()
```

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