

Intro to Java Week 6 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your Java project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

For the final project you will be creating an automated version of the classic card game *WAR*.

1. Create the following classes.
 - a. Card
 - i. Fields
 1. **value** (contains a value from 2-14 representing cards 2-Ace)
 2. **name** (e.g. Ace of Diamonds, or Two of Hearts)
 - ii. Methods
 1. Getters and Setters
 2. **describe** (prints out information about a card)
 - b. Deck
 - i. Fields
 1. **cards** (List of Card)
 - ii. Methods
 1. **shuffle** (randomizes the order of the cards)
 2. **draw** (removes and returns the top card of the Cards field)

3. In the constructor, when a new Deck is instantiated, the Cards field should be populated with the standard 52 cards.
- c. Player
- i. Fields
 1. **hand** (List of Card)
 2. **score** (set to 0 in the constructor)
 3. **name**
 - ii. Methods
 1. **describe** (prints out information about the player and calls the describe method for each card in the Hand List)
 2. **flip** (removes and returns the top card of the Hand)
 3. **draw** (takes a Deck as an argument and calls the draw method on the deck, adding the returned Card to the hand field)
 4. **incrementScore** (adds 1 to the Player's score field)
2. Create a class called App with a main method.
 3. Instantiate a Deck and two Players, call the shuffle method on the deck.
 4. Using a traditional for loop, iterate 52 times calling the Draw method on the other player each iteration using the Deck you instantiated.
 5. Using a traditional for loop, iterate 26 times and call the flip method for each player.
 - a. Compare the value of each card returned by the two player's flip methods. Call the incrementScore method on the player whose card has the higher value.
 6. After the loop, compare the final score from each player.
 7. Print the final score of each player and either "Player 1", "Player 2", or "Draw" depending on which score is higher or if they are both the same.

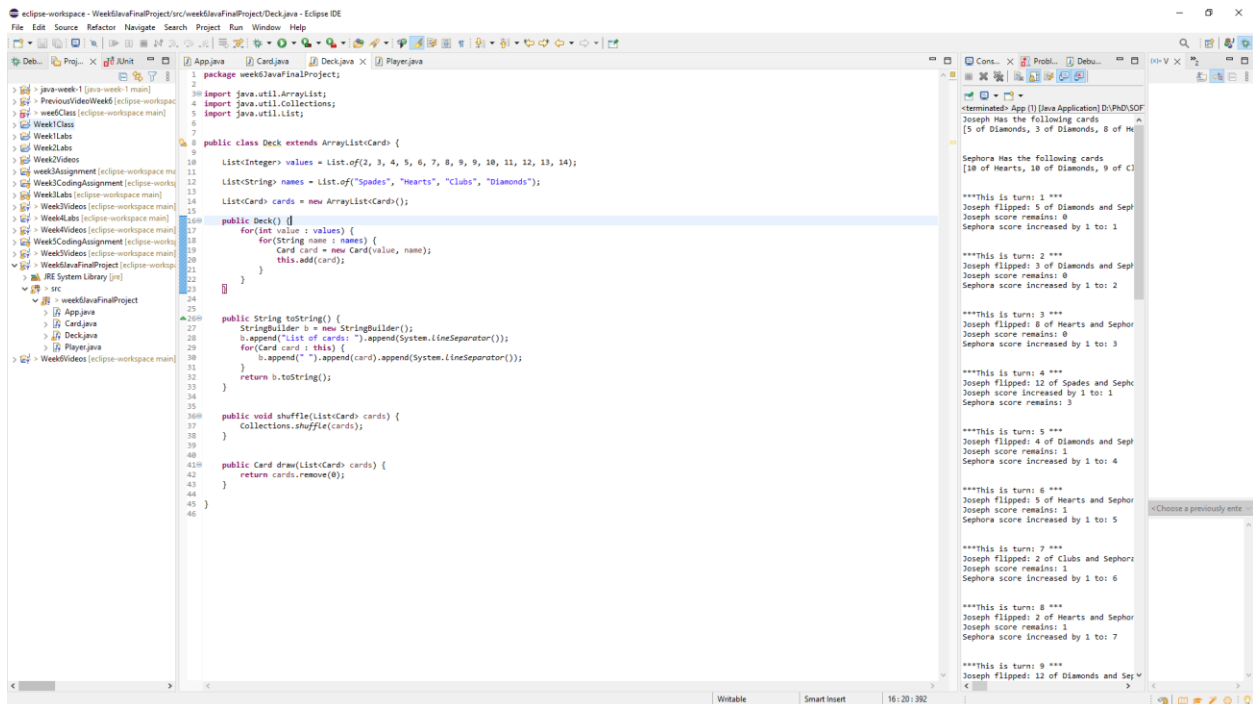
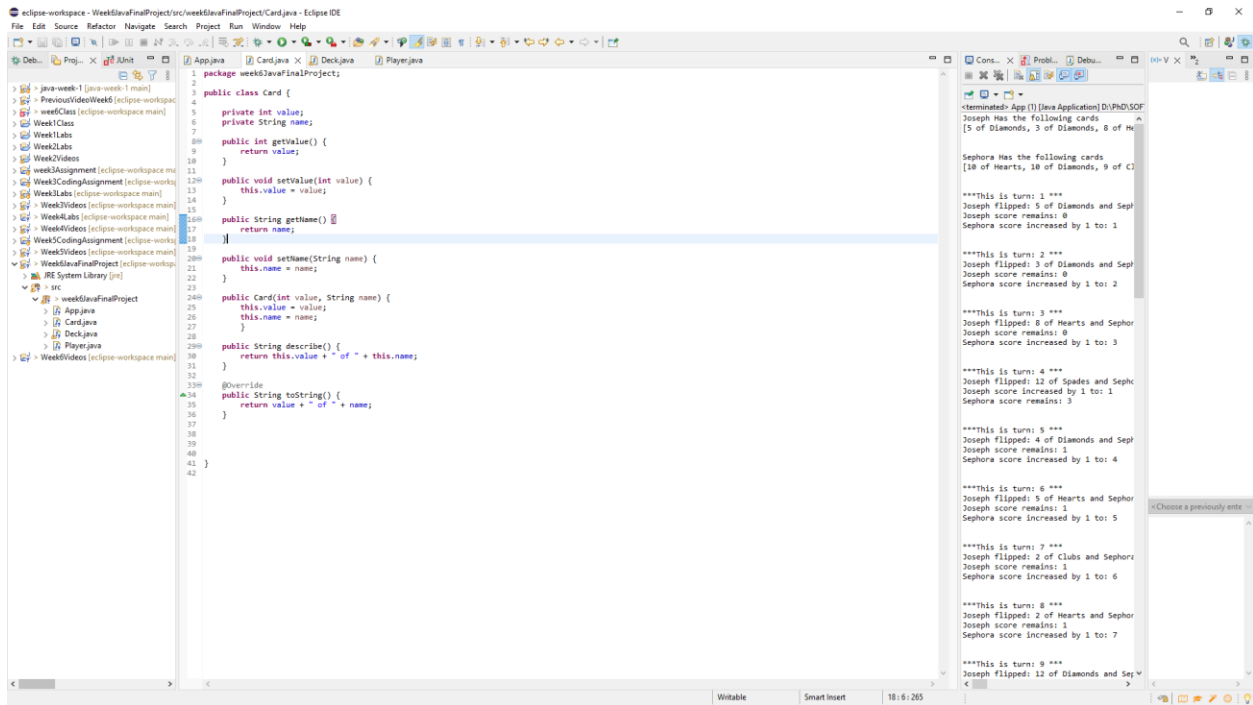
Screenshots of Code:

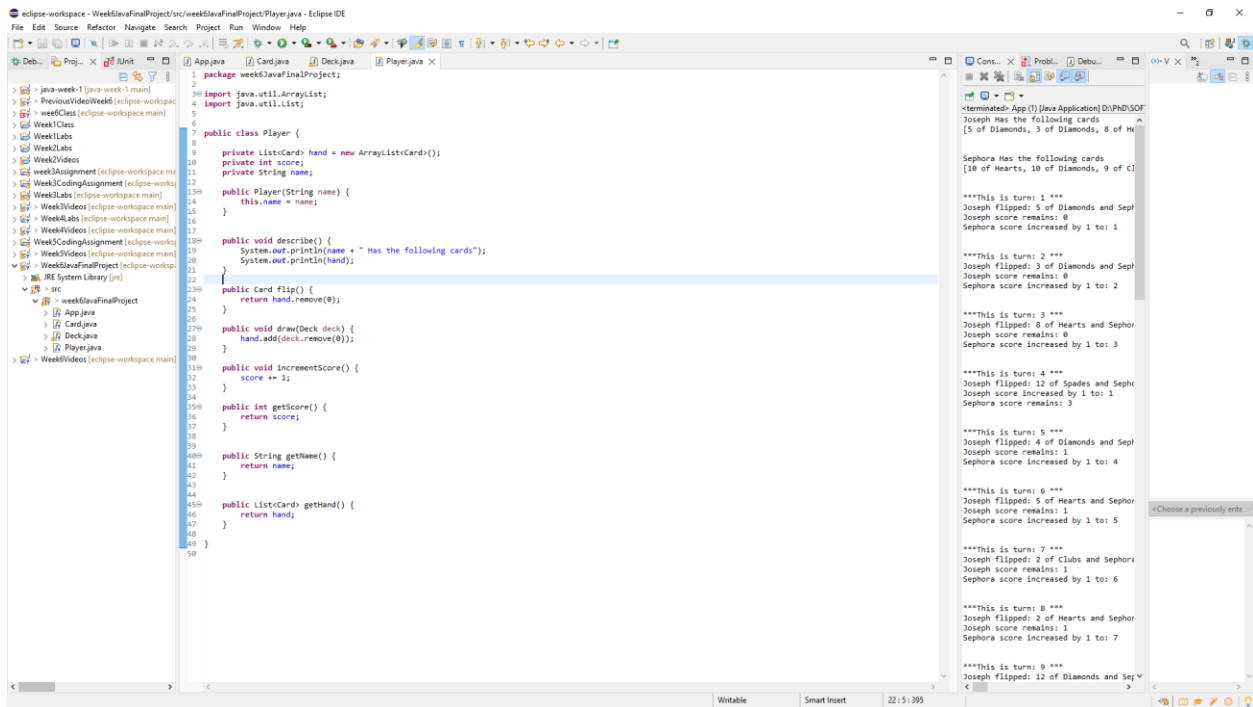
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> java-week-1 [java-week-1 main]
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> weekClass [eclipse-workspace main]
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> Week6JavaFinalProject [eclipse-worksp
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      > AppJava
      > CardJava
      > DeckJava
      > PlayerJava
    > Week6Videos [eclipse-workspace main]

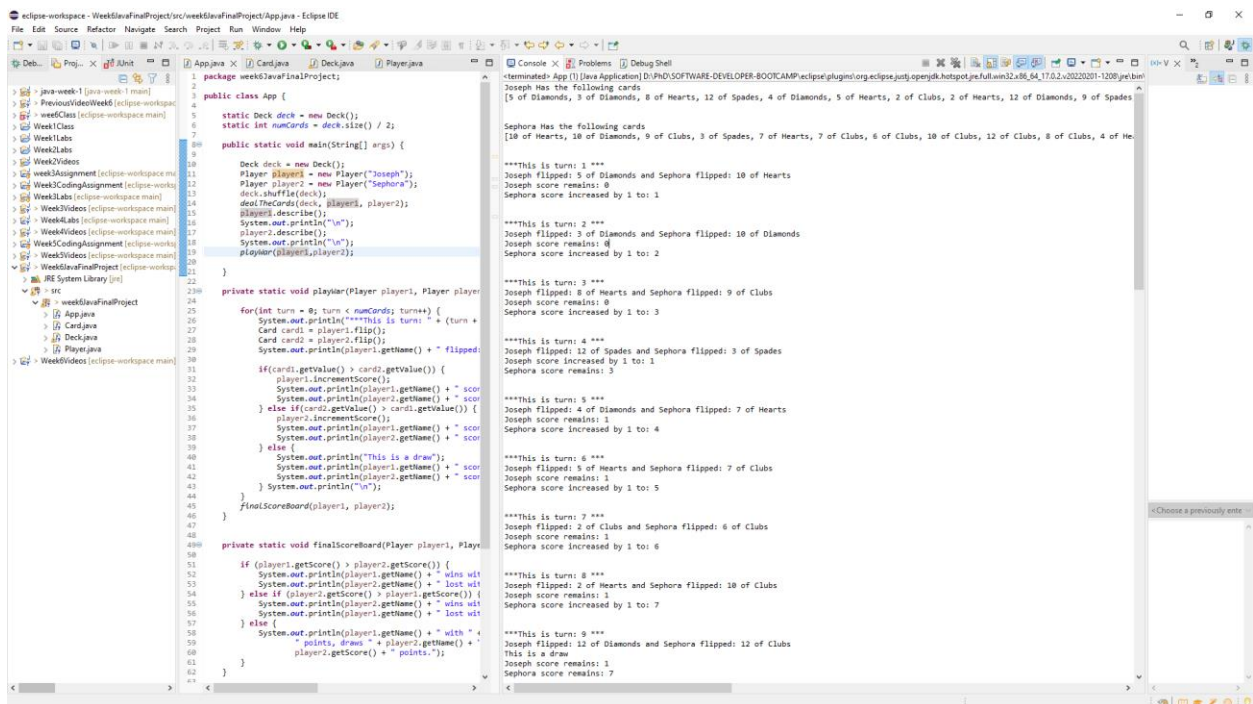
1 package week6JavaFinalProject;
2
3 public class App {
4
5     static Deck deck = new Deck();
6     static int numCards = deck.size() / 2;
7
8     public static void main(String[] args) {
9
10        Deck deck = new Deck();
11        Player player1 = new Player("Joseph");
12        Player player2 = new Player("Sephora");
13        deck.shuffle(deck);
14        dealTheCards(deck, player1, player2);
15        player1.describe();
16        System.out.println("\n");
17        player2.describe();
18        System.out.println("\n");
19        playlar(player1, player2);
20    }
21
22
23    private static void playlar(Player player1, Player player2) {
24
25        for(int turn = 0; turn < numCards; turn++) {
26            System.out.println("****This is turn: " + (turn + 1) + " ****");
27            Card card1 = player1.flip();
28            Card card2 = player2.flip();
29            System.out.println(player1.getName() + " flipped: " + card1.describe() + " and " + player2.getName() + " flipped: " + card2.describe());
30
31            if(card1.getValue() > card2.getValue()) {
32                player1.incrementScore();
33                System.out.println(player1.getName() + " score increased by 1 to: " + player1.getScore());
34                System.out.println(player2.getName() + " score remains: " + player2.getScore());
35            } else if(card2.getValue() > card1.getValue()) {
36                player2.incrementScore();
37                System.out.println(player1.getName() + " score remains: " + player1.getScore());
38                System.out.println(player2.getName() + " score increased by 1 to: " + player2.getScore());
39            } else {
40                System.out.println("This is a draw");
41                System.out.println(player1.getName() + " score remains: " + player1.getScore());
42                System.out.println(player2.getName() + " score remains: " + player2.getScore());
43            } System.out.println("\n");
44        }
45        finalScoreBoard(player1, player2);
46    }
47
48
49    private static void finalScoreBoard(Player player1, Player player2) {
50
51        if (player1.getScore() > player2.getScore()) {
52            System.out.println(player1.getName() + " wins with " + player1.getScore() + " points");
53            System.out.println(player2.getName() + " lost with " + player2.getScore() + " points");
54        } else if (player2.getScore() > player1.getScore()) {
55            System.out.println(player2.getName() + " wins with " + player2.getScore() + " points");
56            System.out.println(player1.getName() + " lost with " + player1.getScore() + " points");
57        } else {
58            System.out.println(player1.getName() + " with " + player1.getScore() +
59                " points, draws " + player2.getName() + " with " +
60                player2.getScore() + " points.");
61        }
62    }
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Screenshots of Running Application:



The screenshot shows the Eclipse IDE with a Java project named 'week6FinalProject'. The code is in a file named 'App.java'. It defines a 'Player' class and a 'main' method. The 'main' method creates a deck, shuffles it, and plays a game between two players, 'Joseph' and 'Sephora'. The game logic involves drawing cards, comparing values, and updating scores. The console output shows the game progress, including card draws, flips, and score updates.

```
package week6FinalProject;

public class App {

    static Deck deck = new Deck();
    static int numCards = deck.size() / 2;

    public static void main(String[] args) {
        Deck deck = new Deck();
        Player player1 = new Player("Joseph");
        Player player2 = new Player("Sephora");
        deck.shuffle(deck);
        dealTheCards(deck, player1, player2);
        player1.describe();
        System.out.println("*****");
        player2.describe();
        System.out.println("*****");
        player1.play(player2);

        private static void play(Player player1, Player player2) {
            for(int turn = 0; turn < numCards; turn++) {
                System.out.println("*****This is turn: " + (turn + 1));
                Card card1 = player1.flip();
                Card card2 = player2.flip();
                System.out.println(player1.getName() + " flipped: " + card1.getValue());
                System.out.println(player2.getName() + " flipped: " + card2.getValue());
                if(card1.getValue() > card2.getValue()) {
                    player1.incrementScore();
                    System.out.println(player1.getName() + " score increased by 1 to: " + player1.getScore());
                } else if(card1.getValue() < card2.getValue()) {
                    player2.incrementScore();
                    System.out.println(player2.getName() + " score increased by 1 to: " + player2.getScore());
                } else {
                    System.out.println("This is a draw");
                    System.out.println(player1.getName() + " score increased by 1 to: " + player1.getScore());
                    System.out.println(player2.getName() + " score increased by 1 to: " + player2.getScore());
                }
            }
        }

        private static void finalScoreBoard(Player player1, Player player2) {
            if (player1.getScore() > player2.getScore()) {
                System.out.println(player1.getName() + " wins with " + player1.getScore() + " points");
            } else if (player2.getScore() > player1.getScore()) {
                System.out.println(player2.getName() + " wins with " + player2.getScore() + " points");
            } else {
                System.out.println(player1.getName() + " with " + player1.getScore() + " points, draws " + player2.getName() + " with " + player2.getScore() + " points.");
            }
        }
    }
}
```

Console Output:

```
*****This is turn: 10 *****
Joseph Flipped: 9 of Spades and Sephora flipped: 8 of Clubs
Joseph score increased by 1 to: 2
Sephora score remains: 7

*****This is turn: 11 *****
Joseph Flipped: 11 of Hearts and Sephora flipped: 4 of Hearts
Joseph score increased by 1 to: 3
Sephora score remains: 7

*****This is turn: 12 *****
Joseph Flipped: 3 of Hearts and Sephora flipped: 11 of Spades
Joseph score remains: 3
Sephora score increased by 1 to: 8

*****This is turn: 13 *****
Joseph Flipped: 9 of Diamonds and Sephora flipped: 11 of Clubs
Joseph score remains: 3
Sephora score increased by 1 to: 9

*****This is turn: 14 *****
Joseph Flipped: 14 of Clubs and Sephora flipped: 14 of Spades
This is a draw
Joseph score remains: 3
Sephora score remains: 9

*****This is turn: 15 *****
Joseph Flipped: 4 of Spades and Sephora flipped: 7 of Diamonds
Joseph score remains: 3
Sephora score increased by 1 to: 10

*****This is turn: 16 *****
Joseph Flipped: 8 of Spades and Sephora flipped: 13 of Hearts
Joseph score remains: 3
Sephora score increased by 1 to: 11

*****This is turn: 17 *****
Joseph Flipped: 9 of Spades and Sephora flipped: 4 of Clubs
Joseph score increased by 1 to: 4
Sephora score remains: 11

*****This is turn: 18 *****
Joseph Flipped: 13 of Diamonds and Sephora flipped: 6 of Hearts
Joseph score increased by 1 to: 5
Sephora score remains: 11

*****This is turn: 19 *****
Joseph Flipped: 11 of Diamonds and Sephora flipped: 5 of Spades
Joseph score increased by 1 to: 6
Sephora score remains: 11

*****This is turn: 20 *****
Joseph Flipped: 10 of Spades and Sephora flipped: 14 of Diamonds
Joseph score remains: 6
Sephora score increased by 1 to: 12

*****This is turn: 21 *****
Joseph Flipped: 2 of Diamonds and Sephora flipped: 3 of Clubs
Joseph score remains: 6
Sephora score increased by 1 to: 13

*****This is turn: 22 *****
Joseph Flipped: 9 of Hearts and Sephora flipped: 2 of Spades
Joseph score increased by 1 to: 7
Sephora score remains: 13

*****This is turn: 23 *****
Joseph Flipped: 13 of Clubs and Sephora flipped: 9 of Hearts
Joseph score increased by 1 to: 8
Sephora score remains: 13

*****This is turn: 24 *****
Joseph Flipped: 6 of Diamonds and Sephora flipped: 14 of Hearts
Joseph score remains: 8
Sephora score increased by 1 to: 14

*****This is turn: 25 *****
Joseph Flipped: 9 of Clubs and Sephora flipped: 8 of Diamonds
Joseph score increased by 1 to: 9
Sephora score remains: 14

*****This is turn: 26 *****
Joseph Flipped: 5 of Clubs and Sephora flipped: 9 of Diamonds
Joseph score remains: 9
Sephora score increased by 1 to: 15

*****This is turn: 27 *****
Joseph Flipped: 6 of Spades and Sephora flipped: 7 of Spades
Joseph score increased by 1 to: 16
Sephora score remains: 9

*****This is turn: 28 *****
Joseph Flipped: 13 of Spades and Sephora flipped: 12 of Hearts
Joseph score increased by 1 to: 10
Sephora score remains: 16

Sephora wins with 16 points
Joseph lost with 10 points
```

URL to GitHub Repository: <https://github.com/jadegite/Week6FinalProject>