

```
1 package week6;
2
3 import java.util.*;
4
5 // This class represents a player in a card game.
6 class Player {
7
8     // The name of the player.
9     private String name;
10
11     // The player's hand of cards.
12     private List<Card> hand = new ArrayList<>();
13
14     // The player's score.
15     private int score = 0;
16
17     // Constructs a new player with the specified name.
18     public Player(String name) {
19         // Set the player's name.
20         this.name = name;
21     }
22
23     // Describes the player.
24     public void describe() {
25         // Print the player's name and score.
26         System.out.println("Player name: " + name + ", Player score: " + score);
27
28         // Iterate over the player's hand of cards and print each card.
29         for (Card card : hand) {
30             card.describe();
31         }
32     }
33
34     // Flips the top card from the player's hand.
35     public Card flip() {
36         // Remove the top card from the player's hand.
37         Card card = hand.remove(0);
38
39         // Return the flipped card.
40         return card;
41     }
42
43     // Draws a card from the deck and adds it to the player's hand.
44     public void draw(Deck deck) {
45         // Draw a card from the deck.
46         Card card = deck.draw();
47
48         // Add the card to the player's hand.
49         hand.add(card);
50     }
51
52     // Returns true if the player is out of cards, false otherwise.
53     public boolean isOut() {
54         // Return true if the player's hand is empty, false otherwise.
55         return hand.isEmpty();
56     }
57 }
```

```
58 // Increments the player's score by 1.
59 public void incrementScore() {
60     // Increment the player's score.
61     score++;
62 }
63
64 // Returns the player's score.
65 public int getScore() {
66     // Return the player's score.
67     return score;
68 }
69 }
```