Rare candy documentation

The results

A screenshot of a computer

Description automatically generated

BELOW IS THE CODE & DOCUMENTATION

A screenshot of a computer program

Description automatically generatedA computer screen shot of code

Description automatically generated

Basically, it runs from 1-8 rare candies. The trials can be inputted in the TestCardGame.java class when calling this method from its own class. For example above, I did 1,000,000 trials. We discard the prize pile, populate the deck, draw a hand and then if it’s not a valid hand, the hand will be discarded and redrawn. The prize pile will have 6 cards added into it randomly. Then we check the prize pile for rare candies, counting them. If the number of rare candies in the deck are in the prize pile, then we are bricked. Then it’s just the number of times being bricked over the number of trials, which gives you the probability.