CSIS 3701

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Cards Class

Instance Variable

int index = 0;  
String[] deck = new String[] {"c", "d", "h", "s"};

Constructor

public card() {

Get a random number 1-3

Suite = deck[random number]

}

Methods

public String getCard() {

return deck[index];

}

public void randomChange() {

Get a random number 0-5

If random number = whatever, increment index up 1 or wrap around.

0 ->1, 1->2, 2->3, 3->0

}

Hand Class

Instance Variable

Card hand[3]

Constructor

Public Hand() {

Card[ ] hand = new Card [3] {card1, card2, card3}

}

Method

Public card getGardInHand() {

Return c1”” + c2”” + c3””

}

Public void changeCard() {

Player prompts for which card to switch 0-3

If (cardChange == 0)

Card newCard = new Card[ ];

Hand[0] = newCard

If (cardChange == 1)

Card newCard = new Card[ ];

Hand[1] = newCard

If (cardChange == 2)

Card newCard = new Card[ ];

Hand[2] = newCard

}

Public Boolean isGameOver() {

If (c1.getCard() == c2.getCard) && (c2.getCard == c3.getCard())

Return true;

Else:

Return false;

}

GameApp

Hand h1 = new Hand [ ];

While(!isGameOver) {

Show the hand

Ask user which card to change

Call cardToChange(user input)

Call randomChange()

Show the modified hand

}