

Black Jack: Part 3 -- The Player

Card.java

BlackJackCard.java

Deck.java

Player.java

PlayerTestOne.java

Write a Player Class that has the following methods in it:

```
public void addCardToHand( Card temp )
public void resetHand()
public boolean hit()
public void setWinCount( int numWins )
public int getWinCount()
public int getHandSize()
public int getHandValue()
```

The Player class should have an ArrayList to hold the Cards in the player's hand and an int to store the winCount. You should also have the following toString method:

```
public String toString()
{
    return "hand = " + hand.toString() + " - # wins " + winCount;
}
```

For the hit method, the player will always hit when the hand value is less than or equal to 10 and will always not hit when the hand value is more than or equal to 20. Otherwise, there is a 50/50 chance for the Player to hit.

Use the PlayerTestOne class to test what you wrote

```
import static java.lang.System.*;
import java.io.*;

public class PlayerTestOne
{
    public static void main( String args[] )
    {
        Player player = new Player();

        Deck deck = new Deck();
        deck.shuffle();

        player.addCardToHand(deck.nextCard());
        player.addCardToHand(deck.nextCard());

        out.println("toString");
        out.println(player);

        out.println("handValue");
        out.println(player.getHandValue());

        player.addCardToHand(deck.nextCard());
        player.addCardToHand(deck.nextCard());
```

```

        out.println("toString");
        out.println(player);

        out.println("handValue");
        out.println(player.getHandValue());

        out.println(player.hit());
    }
}

```

Remember that you should use your already written Card, BlackJackCard, and Deck class.

SAMPLE OUTPUT

```

toString
hand = [THREE of DIAMONDS | value = 3, FOUR of CLUBS | value = 4] - # wins 0
handValue
7
toString
hand = [THREE of DIAMONDS | value = 3, FOUR of CLUBS | value = 4, SEVEN of SPADES |
value = 7, NINE of CLUBS | value = 9] - # wins 0
handValue
23
false
hand = [TWO of DIAMONDS | value = 2, TWO of CLUBS | value = 2, FOUR of DIAMONDS |
value = 4, JACK of SPADES | value = 10] - # wins 0
Do you want to hit?(Y or N>false
hand = [TWO of DIAMONDS | value = 2, TWO of CLUBS | value = 2, FOUR of DIAMONDS |
value = 4, JACK of SPADES | value = 10] - # wins 0
Do you want to hit?(Y or N>true
hand = [TWO of DIAMONDS | value = 2, TWO of CLUBS | value = 2, FOUR of DIAMONDS |
value = 4, JACK of SPADES | value = 10] - # wins 0
Do you want to hit?(Y or N>false
hand = [TWO of DIAMONDS | value = 2, TWO of CLUBS | value = 2, FOUR of DIAMONDS |
value = 4, JACK of SPADES | value = 10] - # wins 0
Do you want to hit?(Y or N>true

```