Black Jack: Part 1 -- The Card

Card.java **BlackJackCard.Java** **CardTestOne.java**

Finish the Card class

```
public class Card {
	public static final String FACES[] = {"ZERO", "ACE", "TWO", "THREE",
		"FOUR", "FIVE", "SIX", "SEVEN", "EIGHT", "NINE", "TEN", "JACK",
		"QUEEN", "KING"};
	public String suit;
	private int face;

	//constructors

	//set methods

	//get methods

	public int getValue() { return face; }

	// equals method

	public String toString()
	{
		return FACES[face]+" of "+getSuit()+getValue();
	}
}
```

Next, finish the BlackJackCard class, for right now ACES count as 11 while TEN, JACK, QUEEN, and KING count as 10.

```
public class BlackJackCard extends Card
{
	//constructors

	public int getValue()
	{
		//enables you to build the value for the game into
		//the card. This makes writing the whole program
		// a little easier
	}
}
```

Test your classes using the CardTestOne.java class

```
import static java.lang.System.*;
import java.awt.Color;
public class CardTestOne
{
	public static void main( String args[] )
	{
		Card one = new BlackJackCard();
		out.println(one);
		Card two = new BlackJackCard(1,"DIAMONDS");
		out.println(two);
		Card three = new BlackJackCard(4,"CLUBS");
		out.println(three);
		Card four = new BlackJackCard(12,"SPADES");
		out.println(four);
		Card five = new BlackJackCard(12,"HEARTS");
		out.println(five);
		Card six = new BlackJackCard(9,"SPADES");
		out.println(six);
		out.println(one.equals(two));
		out.println(one.equals(one));
		out.println(four.equals(five));
		out.println(three.equals(four));
	}
}
```

PREDICTED OUTPUT

```
ZERO of  | value = 0
ACE of DIAMONDS | value = 11
FOUR of CLUBS | value = 4
QUEEN of SPADES | value = 10
QUEEN of HEARTS | value = 10
NINE of SPADES | value = 9
false
true
false
false
```