Midway Notes

Implementation is different to my initial thoughts. Instead of using the hotel project as the general idea of how this program should run it instead will use an EXECUTABLE class as opposed to creating a CardGame object and applying methods to it. This executable class, CardGame, will consist of a main method which computes the entirety of the card game. The CardGame class will ask, from the console, the number of players and the location of the pack file. With these two values the entire card game should be able to complete. This executable class will rely on applying methods to the objects (Player, Card, CardDeck), all of which are thread-safe, and system outputting the actions of both players and decks and writing these actions to text files. This means in theory an interface class and implementation class are not necessary and instead the classes will consist of the executable CardGame class and the object classes (Player, Card, CardDeck). Where to place the needed methods associated to this program I am still unsure of.

LOOK INTO USING NESTED AND ABSTRACT CLASSES.