Kenny Alderman

*My decisions about the war project*

Card.java

* JavaDocs work
* Based on card class from week 7, made changes
* uses char for suit, instead of int to match images

**Deck.java**

* JavaDocs Work
* Creates a deck,
* adds the cards,
* shuffles them and returns as string to start a fair 2 player game

**War.java**

* Fully commented
* When a player wins, it adds the cards and shuffles them. Simulating the game and making every draw fair. Shuffles every turn until one player wins.
* Player 1 loop
* Player 2 loop
* Compare to
* Simulates a shuffle every turn. Makes a long simulate war gam a little bit faster and more far per player

**myWarGui.java**

* JavaDocs Work
* Background color
* Font
* Shows deck and cards
* Removes deck /card and play button in result of a final loss
* Shuffle every time for a fair game each round
* Resized 2 of clubs to match other pixels
* Use my own “back.jpg”

*GIT*

* *No idea how to use Git. Went to the lectures but it’s never been something I’ve used. This is the basics of my program*
* *Uploaded source code for documentation.. not sure what to do here*
* [*file:///C:/Users/Kenny/.grasp\_settings/doc\_tmp/Card.html*](file:///C:/Users/Kenny/.grasp_settings/doc_tmp/Card.html)
* [*file:///C:/Users/Kenny/.grasp\_settings/doc\_tmp/Deck.html*](file:///C:/Users/Kenny/.grasp_settings/doc_tmp/Deck.html)
* [*file:///C:/Users/Kenny/.grasp\_settings/doc\_tmp/myWarGUI.html*](file:///C:/Users/Kenny/.grasp_settings/doc_tmp/myWarGUI.html)
* [*file:///C:/Users/Kenny/.grasp\_settings/doc\_tmp/War.html*](file:///C:/Users/Kenny/.grasp_settings/doc_tmp/War.html)