

Player Interface for Game Application

We want the player to be able to easily complete all of their possible functions without allowing the player to potentially change the administrative properties.

Player:

Properties:

None

Functions:

- pickCard()
 - return int (between 1 and 10)
 - Prompts the player to choose a number in the range of 1 to 10
- keepCard()
 - return boolean
 - Prompts the player if they want to keep their card or swap their card with the administrator
 - True if the player wants to keep their card, false if they want to switch