

## 1 Before Getting Started on the Exercises

Remember to do the Shift+Ctrl+F to format the program and to put the standard comments at the top. You will be submitting the java code files through MyClasses, as always. **Note that since we are working with classes there will be multiple java files to upload, make sure you upload all the java files from the project.**

I also want either a Microsoft Word doc file (or LibreOffice Writer odt) or a text file (which you can create with NotePad++) of the output of at least three runs of the program. This doc (or odt) or text file is to be uploaded to MyClasses as well. You can copy and paste output from the Eclipse console area to the word or text program. Programs must include header comments with at least your name, date, and short description of the program.

## 2 Exercise

This exercise is just Hi/Low again but this time we will use actual (well virtual) decks of cards. Here is the was our game will go. Each of two players has a shuffled deck of playing cards, a standard poker deck. They each turn over their first card, the highest face value wins (with Ace being low). The winner of the round gets one point. If the face values are the same then no one wins that round. This goes on for the 52 cards and the person with the highest score wins the game.

Create a program that will simulate this game using the Card and Deck classes we created in lecture or the ones from the notes. In either case you may need to add a method or two or manipulate the given methods to suit your needs. You will not need any user input for this. Clearly there is no strategy to this game and the winner is completely determined by the shuffle of the cards. Hence it is a nice game for children but not for older persons. Have the program print out the shuffled decks (which may help with debugging) and then each round of the game with a running score. At the end have the program print the winner of the game or if the scores are equal have it print that the game was a draw. Note that in this game the 10, J, Q, and K have different worths whereas they have the same worth in a game like blackjack. The card worth will simply be its face value, so the KD and KC are the same values.

A program run is below.

```
Decks
 7S 7D 3S JH 3C 5S AH 8D 7H KD 10D KH AD 10H 2D 5C 2H 4H QS
 JS 9H 6C QC 6D 8S 2C 9S KC 5D 6S KS 10S 4C 2S 6H 3D 4S QH
 8H 7C 5H 3H 9C AC AS JD QD 8C JC 4D 10C 9D

 2H 6H QH 10H QS JC 3C 6D 5C 6C 10S KD 8C 3S QC AS 2C JD 4S
 JS 2D AD 5S 7S 10C 4C KH KS 9S AC 4D 4H 7H 3H 2S JH 7D 5D
 3D QD 6S AH KC 9C 8D 9H 10D 7C 8H 9D 8S 5H
```

### Game

7S	2H	Score:	1	0
7D	6H	Score:	2	0
3S	QH	Score:	2	1
JH	10H	Score:	3	1
3C	QS	Score:	3	2
5S	JC	Score:	3	3
AH	3C	Score:	3	4
8D	6D	Score:	4	4

7H	5C	Score:	5	4
KD	6C	Score:	6	4
10D	10S	Score:	6	4
KH	KD	Score:	6	4
AD	8C	Score:	6	5
10H	3S	Score:	7	5
2D	QC	Score:	7	6
5C	AS	Score:	8	6
2H	2C	Score:	8	6
4H	JD	Score:	8	7
QS	4S	Score:	9	7
JS	JS	Score:	9	7
9H	2D	Score:	10	7
6C	AD	Score:	11	7
QC	5S	Score:	12	7
6D	7S	Score:	12	8
8S	10C	Score:	12	9
2C	4C	Score:	12	10
9S	KH	Score:	12	11
KC	KS	Score:	12	11
5D	9S	Score:	12	12
6S	AC	Score:	13	12
KS	4D	Score:	14	12
10S	4H	Score:	15	12
4C	7H	Score:	15	13
2S	3H	Score:	15	14
6H	2S	Score:	16	14
3D	JH	Score:	16	15
4S	7D	Score:	16	16
QH	5D	Score:	17	16
8H	3D	Score:	18	16
7C	QD	Score:	18	17
5H	6S	Score:	18	18
3H	AH	Score:	19	18
9C	KC	Score:	19	19
AC	9C	Score:	19	20
AS	8D	Score:	19	21
JD	9H	Score:	20	21
QD	10D	Score:	21	21
8C	7C	Score:	22	21
JC	8H	Score:	23	21
4D	9D	Score:	23	22
10C	8S	Score:	24	22
9D	5H	Score:	25	22

Player 1 won the game.