

Prep Code

WarCard

Create a card that takes a rank and suit as parameters

Create a getter method for the rank

Create a getter method for the suit

Create a method to compare the rank of one card against another

Create a method of print the rank and suit of a card to the console

WarDeck

Create a deck that holds 52 unique cards with rank and suit

Create a method to shuffle the deck

Create a method to print out the contents of the deck

Create a method to deal the cards in the deck to players

WarPlayer

Create a player that has a name, a hand or cards, and a pile of cards

Create a getter method for a player's name

Create a method to add a card to the player's hand

Create a method to transfer cards from a player's pile to their hand

Create a method to flip a card from a player's hand on to their pile

Create a method to compare the pile of one player against another player's pile

Create a method to handle war between the two players

Create a method to print out the hands and piles of each player

WarGame

Create a field to keep track of each round played

Create a method to run the game

The WarCard class might have a super class called FrenchCards, since French playing cards have ranks 2, 3, 4... all the way up to Queen, King, and Ace. Additionally, they have four suits: diamonds, spades, hearts, and clubs. The rank and suit fields, as well as the print method, could be moved from the subclass to the super class. However, the compare method cannot be moved because different games would require different compare methods.

The WarDeck class might have a super class called CardDeck, which takes an array or an ArrayList of 52 cards. The super class can take all of the fields and methods present in the WarDeck except for the deal method because different games might require the ability to deal to more than 2 players.

The WarPlayer class might have a super class CardPlayer which would just store the name of a player. It cannot take the methods and other fields present in the WarPlayer class because other card games might require different drawing patterns and rules.