

hw1

Class Stats

java.lang.Object
hw1.Stats

```
public class Stats
extends java.lang.Object
```

A class that implements a simple statistic tracking array

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1.0

Author:

Marina Langlois

Constructor Summary

Constructors

Constructor and Description

Stats()

creates an empty array

Stats(int first, int second, int third)

Creates an array with specified values for JUnit testers

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type

Method and Description

int

averageGames(int choice)

int

getTotalGames()

Calculates the number of games played

void

incrementComputerWins()

Increments the number of games won by a computer

void

incrementTies()

Increments the number of ties between a user and a computer

void

incrementUserWins()

Increments the number of games won by a user

void

printStats()

Prints the statistics message

void

reset()

Resets the statistic array if the player wants to clear stats again

void

resetWrong()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Stats

```
public Stats()
```

creates an empty array

Stats

```
public Stats(int first,  
             int second,  
             int third)
```

Creates an array with specified values for JUnit testers

Parameters:

first: - assigned to the first cell

second: - assigned to the second cell

third: - assigned to the third cell

Method Detail

getTotalGames

```
public int getTotalGames()
```

Calculates the number of games played

Returns:

The total number of played games

incrementUserWins

```
public void incrementUserWins()
```

Increments the number of games won by a user

incrementComputerWins

```
public void incrementComputerWins()
```

Increments the number of games won by a computer

incrementTies

```
public void incrementTies()
```

Increments the number of ties between a user and a computer

averageGames

```
public int averageGames(int choice)
```

Parameters:

choice: - depending on the value of choice the corresponding average (percent) is returned: if choice is 0, return the average for a user if choice is 1, return the average for a computer if choice is 2, return the average for ties otherwise return -1

Returns:

percentage of won games or ties, depending on the parameter choice.

printStats

```
public void printStats()
```

Prints the statistics message

reset

```
public void reset()
```

Resets the statistic array if the player wants to clear stats again

resetWrong

```
public void resetWrong()
```

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