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:

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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()
```