Name: **Session:**
Programming II
Lab Exercise 5/6/2022
Making a Card Game

In this exercise we will create the components for a card game. In order to create a card game, we will require a PlayingCard class, a DeckOfCards class, and a PlayerHand class. In this exercise, we will make a console application to test our classes. Create a new Project but instead of creating a Windows Application, create a Console Application. This will create a module with a function named Main. At the end of this handout, you will find source code for all of the classes.

1. Let's start be creating a PlayingCard class. The class PlayingCard will require the following:
   a. two private fields of type String, myFace and mySuit
   b. a constructor to initialize the PlayingCard object
   c. a toString method
2. Now let us create the DeckOfCards class. The DeckOfCards class will require the following:
   a. a private array of 52 PlayingCard objects called deck
   b. a private integer currentCard to serve as the index of the card to be dealt
   c. a constructor function to initialize the DeckOfCards object
   d. Create a shuffle method (we will create this later)
   e. Create a deal method (we will create this later)
3. Before we build the PlayerHand class, let's test the two classes we have created by creating a console to create and print our deck of playing cards.
4. If our class works correctly so far, let us create a shuffle method.
5. Now let's add a deal method
6. Now create a PlayerHand class which contains the following:
   a. a private array of 5 PlayingCard objects
   b. an addCard method which adds a card to the PlayerHand
   c. a showHand method that displays the PlayerHand object.
7. Now write a Main method that will play a two-player game.
8. When you have your two-player game working, modify it to be a four-player game.
9. Submit the source code and screen shot of your final game.

Program.cs

```
static void Main(string[] args)
{
   //Create a deck of cards and two players
   DeckOfCards theDeck = new DeckOfCards();
   PlayerHand player1 = new PlayerHand();
   PlayerHand player2 = new PlayerHand();

   //Shuffle the deck
   theDeck.shuffle();

   //Deal the cards
   for (int count = 0; count <= 4; count++)
   {
      player1.addCard(theDeck.deal());
      player2.addCard(theDeck.deal());
   }

   //Show player 1 hand
   Console.WriteLine("Player 1 Hand");
   player1.showHand();
   Console.WriteLine("Player 1 value = " + player1.getValue());

   //Show player 2 hand
   Console.WriteLine(Environment.NewLine + Environment.NewLine +
                     "Player 2 Hand");
   player2.showHand();
   Console.WriteLine("Player 2 value = " + player2.getValue());

   Console.WriteLine();

   //Determine which player won
   if (player1.getValue() == player2.getValue())
      Console.WriteLine("It's a draw");
   else if (player1.getValue() > player2.getValue())
      Console.WriteLine("Player 1 wins");
   else
      Console.WriteLine("Player 2 wins");
}
```

PlayingCard Class

```
class PlayingCard
{
   private string myFace;
   private string mySuit;
   private int myValue;

   public PlayingCard(string f, string s, int v)
   {
      myFace = f;
      mySuit = s;
      myValue = v;
   }

   public override string ToString()
   {
      return myFace + " of " + mySuit;
   }

   public int getVal()
   {
      return myValue;
   }
}
```

DeckOfCards Class

```
class DeckOfCards
{
   private PlayingCard[] myDeck = new PlayingCard[52];
   private int currentCard;
   Random r = new Random();

   public DeckOfCards()
   {
      int count;
      string[] faces = new string[] {"Ace", "Deuce", "Three", "Four", "Five", "Six",
         "Seven", "Eight", "Nine", "Ten", "Jack", "Queen", "King"};
      string[] suits = new string[] {"Hearts", "Diamonds", "Clubs", "Spades"};
      int[] values = new int[] {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 10, 10, 10};
      currentCard = 0;
      for (count = 0; count <= 51; count++)
      {
         myDeck[count] = new PlayingCard(faces[count % 13],  suits[count / 13],
values[count % 13]);
      }
   }

   public void shuffle()
   {
      int first, second;
      PlayingCard temp;
      currentCard = 0;
      for (first = 0; first <= 51; first++)
      {
         second = r.Next(0, 51);
         temp = myDeck[first];
         myDeck[first] = myDeck[second];
         myDeck[second] = temp;
      }
   }

   public PlayingCard deal()
   {
      if (currentCard < 52)
      {
         currentCard++;
         return myDeck[currentCard - 1];
      }
      else
      {
         return new PlayingCard("Joker", "Joker", 0);
      }
   }
}
```

PlayerHand Class

```
class PlayerHand
{
   private PlayingCard[] myHand = new PlayingCard[5];
   private int currentCard;

   public PlayerHand()
   {
      currentCard = 0;
   }

   public void addCard(PlayingCard pc)
   {
      if (currentCard < 5)
      {
         myHand[currentCard] = pc;
         currentCard++;
      }
      else
      {
         showHand();
      }
   }

   public void showHand()
   {
      int count;
      string str = "";
      for (count = 0; count <= 4; count++)
         str += myHand[count].ToString() + Environment.NewLine;

      Console.WriteLine(str);
   }
   public int getValue()
   {
      int count, sum = 0;
      for (count = 0; count <= 4; count++)
         sum += myHand[count].getVal();
      return sum;
   }
}
```