

## BoardGame.java

```
1 package catan;
2
3 import java.util.ArrayList;
4
5
6 /**
7  * This is how you play Catan like a pro.
8  *
9  * @author Eddie Gurnee
10 * @author Nicole Downer
11 * @version 0.0.10 10/29/2013
12 * @see CatanFrame
13 * @see HexBoard
14 * @see Player
15 * @see DevCard
16 *
17 */
18 public class BoardGame {
19     static Player[] thePlayers = new Player[1];
20     static int activePlayer = -1;
21     static HexBoard board = new HexBoard();
22     static boolean start;
23
24     private static int forwardCount = 1;
25     private static int backwardCount = 1;
26
27     //Wood, Sheep, Wheat, Ore, Brick
28     static int[] bank = {19, 19, 19, 19, 19};
29     static ArrayList<DevCard> devCardsBank = new ArrayList<>();
30
31     public static void main(String[] args) {
32         board.startRobber();
33
34         String[] theColors = {"Red", "Blue", "White", "Orange"};
35         String[] theNames = {"nicole", "NICOLE", "Mike",
36 "Eddie"}; // default players
37
38         String[] devCards = {"Knight", "Year of Plenty", "Monopoly",
39 "Road Building", "Victory Point"};
40
41         for (int i = 0; i < devCards.length; i++) {
42             int numOfCards = 0;
```

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```
41         switch (i) {
42             case 0:
43                 numOfCards += 9;
44             case 4:
45                 numOfCards += 3;
46             case 1:
47             case 2:
48             case 3:
49                 numOfCards += 2;
50                 break;
51         }
52         for (int j = 0; j < numOfCards; j++) {
53             devCardsBank.add(new DevCard(devCards[i]));
54         }
55     }
56
57     Collections.shuffle(devCardsBank);
58
59     for (int i = 0; i < thePlayers.length; i++) {
60         thePlayers[i] = new Player(theNames[i], theColors[i]);
61     }
62
63     start = true;
64
65     for (Player a : thePlayers) {
66         a.addStartResources();
67     }
68
69     CatanFrame startingGui = new CatanFrame(true);
70     startingGui.setVisible(true);
71
72     //                //roll dice
73     //                //get money
74     //                //spend money
75     //                //end turn
76
77 }
78 public static void namesOfPlayers(String[] theNames) {
79     String[] theColors = {"Red", "Blue", "White", "Orange"};
80     for (int i = 0; i < thePlayers.length; i++) {
81         thePlayers[i] = new Player(theNames[i], theColors[i]);
```

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```
82     }
83     for (Player a : thePlayers) {
84         a.addStartResources();
85     }
86 }
87 public static void establishPlayers(int numPlayers) {
88     thePlayers = new Player[numPlayers];
89 }
90 public static void firstSettlements(boolean backward) {
91     if (forwardCount == thePlayers.length) {
92         activePlayer++;
93         for (Player a : thePlayers) {
94             a.addStartResources();
95         }
96         backward = true;
97         forwardCount = -1;
98     }
99     if (backward) {
100         BoardGame.activePlayer--;
101         backwardCount++;
102         new CatanFrame(thePlayers[activePlayer], board);
103     } else {
104         BoardGame.activePlayer++;
105         forwardCount++;
106         new CatanFrame(thePlayers[activePlayer], board);
107     }
108 }
109 public static void startGame() {
110     activePlayer--;
111     start = false;
112     board.disableAllCorners();
113     newFrame();
114 }
115 public static void newFrame() {
116     activePlayer++;
117     if (activePlayer == thePlayers.length) {
118         activePlayer = 0;
119     }
120     new CatanFrame(thePlayers[activePlayer], board);
121 }
122 public static Player getActivePlayer() {
```

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```
123         return thePlayers[activePlayer];  
124     }  
125 }
```