

Good names refactoring

anna_junit (#8) + anna_refactoring (#8)

Macks2514 committed 10 days ago

1 parent cc3c08f commit ddcd353b45ca854bdbd7171ce37215b97994d12b

Showing 3 changed files with 24 additions and 25 deletions.

Unified Split

SkunkProject/src/controller.java

```
@@ -92,10 +92,10 @@ public String allPlayersInfo() {
92 92
93 93     public String rollInfo(Player player) {
94 94         String message = "\nRoll Info: "
95 -         + "\nDie 1: " + dice.getDie1() + ";" + " Die 2: " + dice.getDie2()
96 +         + "\nDie 1: " + dice.getDie1Value() + ";" + " Die 2: " + dice.getDie2Value()
97 +         + "\nRoll total: " + dice.getDiceValue()
98 -         + "\nTurn total: " + player.getTurnScore()
99 +         + "\nRound total: " + player.getScore() + " || Goal: " + roundGoal
100 +         + "\nRound total: " + player.getRoundScore() + " || Goal: " + roundGoal
101 +         + "\nChip total: " + player.getChip()
102 +         + "\n" + checkSkunk(player)
103 +         + "\n" + checkHundred(player);
104 @@ -104,10 +104,10 @@ public String rollInfo(Player player) {
104 104
105 105     public String playerTurnEnd(Player player) {
106 106         int turnScore = player.getTurnScore();
107 -         player.addScore(turnScore);
108 -         String message = "\n" + player.name + " is ending turn \nRound score : " + player.getScore() + " || Round goal: "
109 -         if (player.getScore() >= roundGoal) {
110 -             setRoundGoal(player.getScore());
111 +         player.addRoundScore(turnScore);
112 +         String message = "\n" + player.name + " is ending turn \nRound score : " + player.getRoundScore() + " || Round goal: "
113 +         if (player.getRoundScore() >= roundGoal) {
114 +             setRoundGoal(player.getRoundScore());
115 +             setFinalTurnFlag(true);
116 +             message += "\nPlayer " + player.name + " surpassed the goal. Next player needs to beat " + roundGoal + "
117 @@ -122,15 +122,15 @@ public String checkSkunk(Player player) {
122 122     String message = "";
123 123     if (dice.isSkunk() || dice.isDoubleSkunk()) {
124 124         if (dice.isSkunk()) {
125 -             player.addSubChip(-1);
126 +             player.addChip(-1);
127 +             Stdout.println("chips: " + player.getChip());
128 -             kitty += 1;
129 -             message = "\nYou rolled a Skunk.\nTurn score set to 0. \n1 chip lost \nRound score is " + player.getTurnScore() + "
130 +             message = "\nYou rolled a Skunk.\nTurn score set to 0. \n1 chip lost \nRound score is " + player.getRoundScore() + "
131 +             playerTurnEnd(currentPlayer);
132 +             }
133 +             else if (dice.isDoubleSkunk()) {
134 -             player.addScore(0);
135 -             player.addSubChip(-2);
136 +             player.addRoundScore(0);
137 +             player.addChip(-2);
138 +             kitty += 2;
139 +             message = "\nYou rolled a Double Skunk. \nTurn AND round score is set to 0. \n2 chips lost. \nChips lost: " + kitty + "
140 +             playerTurnEnd(currentPlayer);
141 @@ -160,15 +160,15 @@ public String roundEnd() {
160 160     Player roundWinner = null;
161 161     int roundKitty = kitty;
162 162     for (Player player : playerList) {
163 -         int score = player.getScore();
164 +         int score = player.getRoundScore();
165 +         if (score == roundGoal) {
166 -             roundWinner = player;
167 -             roundWinner.addSubChip(kitty);
168 +             roundWinner.addChip(kitty);
169 +             roundWinner.addChip(kitty);
170 +             }
171 +             player.roundScore = 0;
172 +             }
173 +             }
174 +             String message = "\n" + roundWinner.name + " won the round with " + roundWinner.getScore() + " points! " + roundWinner.getTurnScore() + "
175 +             String message = "\n" + roundWinner.name + " won the round with " + roundWinner.getRoundScore() + " points! " + roundWinner.getTurnScore() + "
176 +             kitty = 0;
177 +             roundGoal = 100;
```

SkunkProject/src/Dice.java

```
@@ -33,12 +33,12 @@ public void roll() {
33 33     die2.roll();
34 34 }
35 35
36 - public int getDie1() {
37 + public int getDie1Value() {
38 +     return die1.getLastRoll();
39 + }
40 + }
```

```
41 - public int getDie2() {
41 + public int getDie2Value() {
42 42     return die2.getLastRoll();
43 43 }
44 44
```

```
SkunkProject/src/Player.java
@@ -3,12 +3,11 @@
3 3     public class Player {
4 4
5 5
6 - public int playerScore; //uninitialized value is zero
7 6     public int turnScore;
8 7     public int roundScore;
9 8     public int lastTurnScore;
10 9     public String name; //uninitialized value is null
11 - public int chip; //uninitialized value is zero
10 + public int chipPile; //uninitialized value is zero
12 11
13 12     public Player () {
14 13
15 14 @@ -17,25 +16,25 @@ public Player () {
17 16     public Player (String name) {
18 17         this.name = name;
19 18         this.turnScore = 0;
20 -         this.chip = 50;
19 +         this.chipPile = 50;
21 20     }
22 21
23 22
24 23     public int getChip() {
25 -         return chip;
24 +         return chipPile;
26 25     }
27 26
28 - public void addSubChip(int chipChange) {
29 -     chip += chipChange;
27 + public void addchip(int chips) {
28 +     chipPile += chips;
30 29     }
31 30
32 31
33 - public int getScore() {
34 -     return playerScore;
32 + public int getRoundScore() {
33 +     return roundScore;
35 34     }
36 35
37 - public void addScore(int points) {
38 -     playerScore += points;
36 + public void addRoundScore(int points) {
37 +     roundScore += points;
39 38     }
40 39
41 40     public int getTurnScore() {
```

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