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CS 126 Lab Section

Lab 9 – Casino Night

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1. Problem Statement

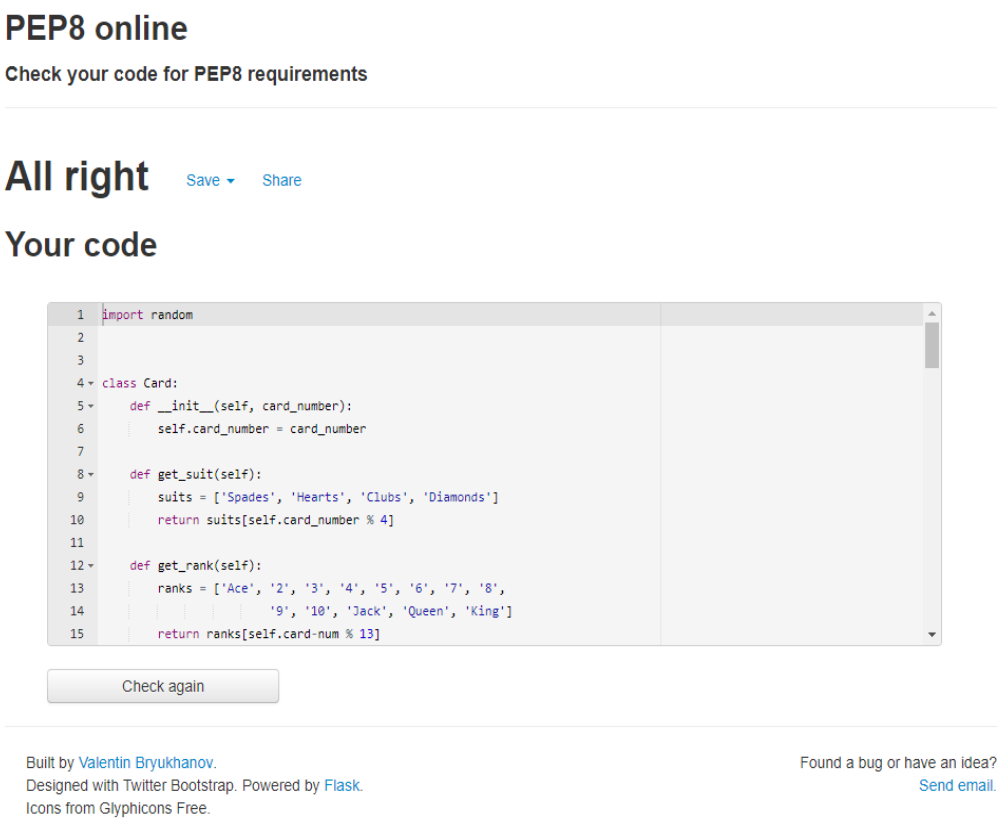
   In this lab, we will create a set of classes to model possible objects used in casinos. The first class is the Card class, which means a standard of playing card in 52 decks. The second is chip bank represents a collection of chips used for betting. Once we have these classes, they could be used in the future to make casino games easier. Card will have ability to be hidden, and information about the card will be easy to extract. ChipBank will save the balance for us and use the count to display the balance different chips.

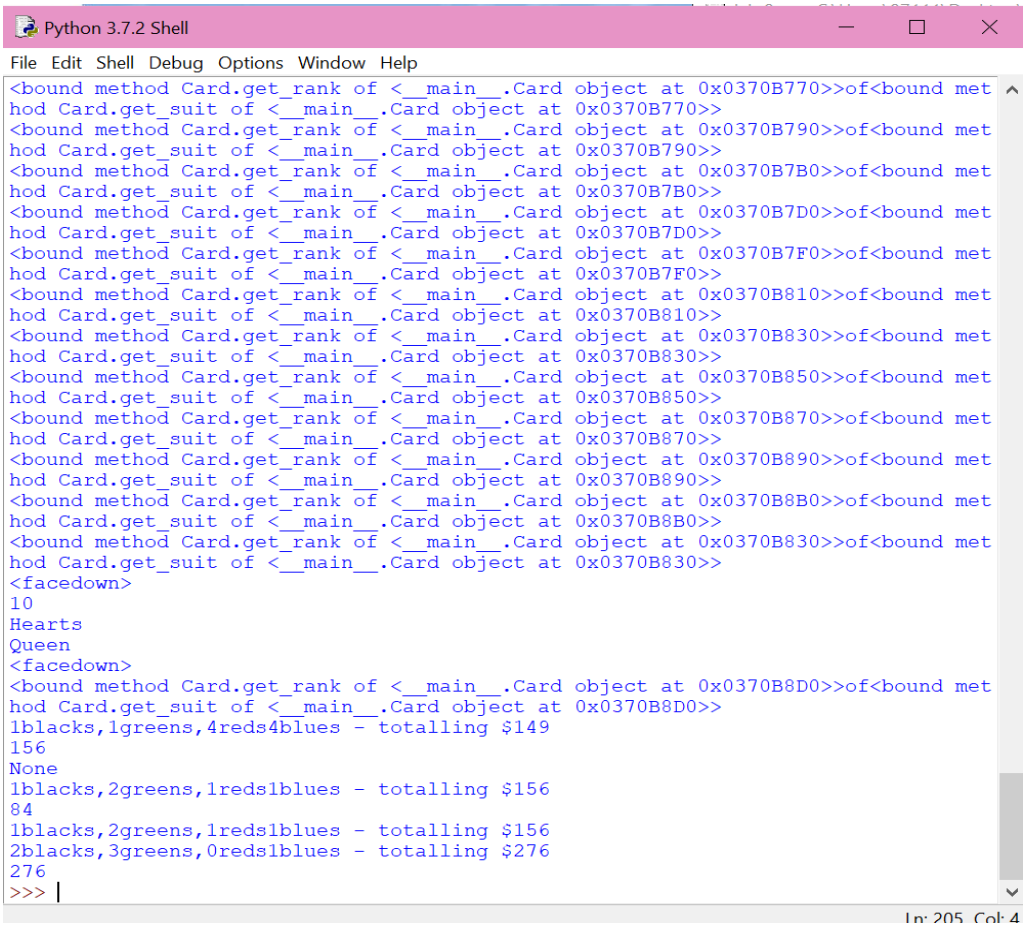
2. Planning

   We plan to design two big classes to complete this task. The first class is card and the second class is chipbank. Then we definite six functions in the first class and five functions in the second class. Every function is specific return value. According to the laboratory's requirement, we design specific return value. Finally, we need to test our code in

given codes.

3. Implementation and Testing





4. Reflection and Refactoring

This laboratory is not difficult for us because the guide is very specific. We only need accord to the procedure of requirement and input return value. But we still have some problem about retract of code. We spend lots of time debugging code in PEP.