|  |
| --- |
| Player |
| totalPoints : int |
| +addPoints(int: points) : void //if answer’s right, add points  +subtractPoints(int: points) : void //if answer’s wrong, subtract points  +getPoints(): int //returns the points the player currently has |

/\*\*

\* Player.java

\*

\* @author:

\* Assignment #:

\*

\* Brief Program Description:

\*

\*

\*/

public class Player extends Game

{

private int totalPoints=0;

/\*\*

\* Intansiates a player class

\*/

public Player()

{

}

/\*\*

\* Adds addtitional points to the players total points

\* @param p amount of point to be added

\*

\*/

public void addPoints( int p)

{

totalPoints= totalPoints+p;

}

/\*\*

\* subtracts points from the players total points

\* @param p amount of point to be subbtracted

\*/

public void subtractPoints( int p)

{

totalPoints= totalPoints-p;

}

/\*\*

\* Gets the players total amount of points

\* @return the total amount of points

\*/

public int getPoints()

{

return totalPoints;

}

}