

Milestone 1 Instruction version 1.0 11 September 2014

Recommend Completion Date: Before lecture 08.

Context

In this milestone you will develop and test the model classes that provide the backbone of the application: classes to represent game elements and to compute various properties over them.

Objectives

- To experiment with interface programming.
- To practice how to develop well-encapsulated classes.
- To learn how to design, implement, and run unit tests with jUnit.
- To learn how to explore and use class libraries to efficiently solve development problems.

Setup

1. Install [the Eclipse Checkstyle plugin](#).
2. Install [EclEmma plugin](#).
3. Import the [COMP303-M1-Code.zip file](#) into your workspace.
4. Make sure Checkstyle is using the /style/Style.xml file from the imported project.
5. To make your life easier, you can also import the code formatter found in /style

NOTE: Some of the stuff related to testing you will see in source file will not make any sense until I have covered it in class.

Problems:

1. Complete the implementation of the `Card` class.
2. Implement one or more classes to support the behavior specified by `ICardSet`.
3. Complete the implementation of class `...model.Hand`. The most complex part of this assignment is the implementation of the `autoMatch` method. This method must always complete in less than 0.1 second.

