

**NWEA Code Sample Request**

Consider the following requirements when completing the below code sample:

\* Best Practices (OO Design, TDD, Code Maintenance, etc)

\* Documentation

\* Unit Tests

\* Executable demo

\* Provide all source files for review

Create the game of war in Java or Javascript for 2 or more players.

If using Java

1. Design a class to represent a playing card.

public class Card {

}

1. Using the Card class above, create an implementation of the following interface.

public interface Deck

{

/\* Create the deck of cards \*/

public void create( int numberOfSuits, int numberOfRanks );

/\* Shuffle the deck \*/

public void shuffle();

/\* deal a card from the deck \*/

public Card deal();

}

1. Using the Card and Deck create a driver program that plays the card game War.

public class War

{

public void play( int numberOfSuits,

int numberOfRanks, int numberOfPlayers )

{

}

}

<http://en.wikipedia.org/wiki/War_(card_game)>

Feel free to make up your own rules for edge cases.

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| [War (card game) - Wikipedia, the free encyclopedia](http://en.wikipedia.org/wiki/War_(card_game))  en.wikipedia.org  War is a card game typically involving two players. It uses a standard French playing card deck. Due to its simplicity, it is played most often by children. |