

```

1  package Draft;
2
3  import BasicIO.*;
4  import Bags.*;
5
6
7  /*This class simulates the entry draft for a hockey little league.
8   *
9   * @author S.Fenwick
10  *
11  * @version 1.0(March 19 2017)                                     */
12
13  public class DraftPicks{
14
15      private ASCIIIDisplayer display;
16      private ASCIIIDataFile standings;
17      private int count;
18      private Bag aBag;
19
20      /* This constructor reads a data file of little league standings which represents
21      the amount of tokens a team
22      * will recieve in the draw. The tokens are added to a bag. The tokens are then
23      removed 1 at a time,
24      * then all of those items are removed from the bag. When a token is removed from
25      the bag its number (pick) is
26      * outputed to the displayer. */
27
28      public DraftPicks(){
29
30          count = 1;
31          String name;
32          int tokens;
33          int teamCounter = 0;
34
35          standings = new ASCIIIDataFile();
36          display = new ASCIIIDisplayer();
37
38          aBag = new ConBag();
39
40          for( ; ; ){
41
42              name = standings.readString();
43              if(standings.isEOF()){break;}
44              teamCounter += 1;
45              tokens = standings.readInt();
46
47              addTokens(name, tokens);
48
49          }
50
51          for(int i = 1; i < teamCounter; i ++){
52
53              removeOneToken();
54
55          }
56
57          display.close();
58          standings.close();
59
60      } //constructor
61
62      /* This method adds the tokens to the bag.
63      *
64      * @param name the name of the team
65      *
66      * @param tokens the number of tokens to be added to the bag */
67
68      private void addTokens(String name, int tokens){
69
70          for(int i = 0; i < tokens; i ++){
71
72              C:\Users\sawye\Documents\_BrockU\COSC1P03\Assignments\Assign_3\Draft\DraftPicks.java

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68     aBag.add(name);
69 }
70 } //addTokens
71
72 /* This method removes one token from the bag at random. */
73
74 private void removeOneToken(){
75     String name;
76     name = aBag.draw();
77     writeToDisplay(name);
78     removeAllTokens(name);
79 } //removeOneToken
80
81 /* This method removes all the tokens of one particular colour, the one that was
82 removed at random from
83 * the method removeOneToken();
84 *
85 * @param team the team name to be removed from the bag */
86
87 private void removeAllTokens(String team){
88     while(aBag.contains(team)){
89         aBag.remove(team);
90     }
91 } //removeAllTokens
92
93 /* This method writes the team name and the pick number to the display.
94 *
95 * @param team the team to be written to the display */
96
97 private void writeToDisplay(String team){
98     display.writeString("Pick " + count + ": " + team );
99     display.newLine();
100     count += 1;
101 } //writeToDisplay
102
103 public static void main (String args[]) {DraftPicks d = new DraftPicks();}
104
105 } //DraftPicks

```