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SEARCH:

Package [edu.fau.COT4930](#)

Class SuitPile

[java.lang.Object](#)

[edu.fau.COT4930.SuitPile](#)

```
public class SuitPile
    extends Object
```

Constructor Summary

Constructors

Constructor	Description
SuitPile (int x, int y, int s)	Each suit card will be initialized with its own stack (pile), a location on the board with location (xLoc, yLoc) and a suit value given by an int 0-3 (s)

Method Summary

All Methods **Instance Methods** **Concrete Methods**

Modifier and Type	Method	Description
void	addCardToPile (Card c)	Pushes a card to the top of the suit stack
boolean	canAdd (Card c)	Checks suit and value of the top card of SuitPile Returns true if: Input card is in the same suit and input card is the next logical value to the stack
boolean	completed ()	returns true if all all suit cards A-K are in stack
int	getSize ()	returns the size of the suit pile
int	getX ()	returns the x coordinate of suit pile

```

    int    getY()           returns the y coordinate of the suit pile
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    Card    showCard()      Shows the top card of the stack without altering it
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```

SEARCH:

Methods inherited from class `java.lang.Object`

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

SuitPile

```
public SuitPile(int x,
                int y,
                int s)
```

Each suit card will be initialized with its own stack (pile), a location on the board with location (xLoc, yLoc) and a suit value given by an int 0-3 (s)

Parameters:

x -

y -

s -

Method Detail

canAdd

```
public boolean canAdd(Card c)
```

Checks suit and value of the top card of SuitPile Returns true if: Input card is in the same suit and input card is the next logical value to the stack

Parameters:

[C -](#)
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Returns:

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SEARCH:

completed

```
public boolean completed()
```

returns true if all all suit cards A-K are in stack

Returns:**addCardToPile**

```
public void addCardToPile(Card c)
```

Pushes a card to the top of the suit stack

Parameters:

c -

showCard

```
public Card showCard()
```

Shows the top card of the stack without altering it

Returns:**getSize**

```
public int getSize()
```

returns the size of the suit pile

Returns:

getX

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returns the x coordinate of suit pile

Returns:**getY**

```
public int getY()
```

returns the y coordinate of the suit pile

Returns:

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