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SEARCH:

Package [edu.fau.COT4930](#)

Class Card

[java.lang.Object](#)
[edu.fau.COT4930.Card](#)

```
public class Card
  extends Object
```

Author:

Sharo

Constructor Summary

Constructors

Constructor	Description
Card (int s, int v, Image im, Image back)	Create a new card with values s, v, and im s is the suit number (0-3 for Spade, Heart, Club, Diamond respectively) v is the value of the card (0-12, in order 2,3,4,5,6,7,8,9,J,Q,K,A) im is the image given to the card

Method Summary

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

Modifier and Type	Method	Description
void	flipCard ()	flips the card so that when it is placed on the table it is either face up or face down when face is 1 the card is face up when face = 0 the card is face down
Image	getBack ()	returns the back image of the card

int [getFace\(\)](#) returns the face image of card

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[Image](#) [getImage\(\)](#) returns image

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int [getSuit\(\)](#) returns the suit value of the card

int [getValue\(\)](#) returns value of the card

int [getX\(\)](#) returns x coordinate of card

int [getY\(\)](#) returns y coordinate of card

boolean [inArea](#)
(int x,
int y) based on a given x and y coordinate location, the function checks if a card was clicked on the card is 71 pixels wide and 91 pixels tall function returns true if mouse click coordinates are within this area

void [setLoc](#)
(int x,
int y) this function sets the location (x and y coordinate) of each card

Methods inherited from class [java.lang.Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#),
[toString](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

Card

```
public Card(int s,
            int v,
            Image im,
            Image back)
```

Create a new card with values s, v, and im s is the suit number (0-3 for Spade, Heart, Club, Diamond respectively) v is the value of the card (0-12, in order 2,3,4,5,6,7,8,9,J,Q,K,A) im is the image given to the card

Parameters:

s -

v -

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Method Detail

getImage

```
public Image getImage()
```

returns image

Returns:

getValue

```
public int getValue()
```

returns value of the card

Returns:

getSuit

```
public int getSuit()
```

returns the suit value of the card

Returns:

getFace

```
public int getFace()
```

returns the face image of card

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Returns:

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getBack

```
public Image getBack()
```

returns the back image of the card

Returns:

flipCard

```
public void flipCard()
```

flips the card so that when it is placed on the table it is either face up or face down when face is 1 the card is face up when face = 0 the card is face down

inArea

```
public boolean inArea(int x, int y)
```

based on a given x and y coordinate location, the function checks if a card was clicked on the card is 71 pixels wide and 91 pixels tall function returns true if mouse click coordinates are within this area

Parameters:

x -

y -

Returns:

setLoc

```
public void setLoc(int x, int y)
```

this function sets the location (x and y coordinate) of each card

Parameters:

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[y -](#)
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getX

```
public int getX()
```

returns x coordinate of card

Returns:

getY

```
public int getY()
```

returns y coordinate of card

Returns:

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