**Package** edu.fau.COT4930

# Class Solitaire

java.lang.Object
edu.fau.COT4930.Solitaire

**All Implemented Interfaces:**

MouseMotionListener, EventListener

---

```
public class Solitaire
extends Object
implements MouseMotionListener
```

## *Constructor Summary*

### Constructors

| Constructor | Description |
|---|---|
| **Solitaire**() | |

## *Method Summary*

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

| Modifier and Type | Method | Description |
|---|---|---|
| **SuitPile** | **addToSuitPile** (**SuitPile** suit, **Card** c, int i) | Add card c to top of suitPile suit and reset suitPile for drawing i indicates the suit pile card is being added to |
| **TablePile** | **addToTable** (**TablePile** table, int i) | This function takes in a TablePile table and pile number i and returns an altered TablePile pile number i represents a table 1 - 7 that user clicked on if i = 0, then the player clicked on the discard pile ind if found to be the index of the card in the pile |

| | | |
|---|---|---|
| | | that is being added to the table if card or pile can be added to a different pile it is added and the altered pile is returned if it cannot be added then the original pile is returned |
| void | **giveDiscard**() | fiveDiscard is used to send card from top of the discard pile to table piles if card can not be added to table pile it is returned back to discard pile |
| static void | **main**(**String**[] args) | |
| void | **mouseDragged**(**MouseEvent** e) | |
| void | **mouseMoved**(**MouseEvent** e) | |
| void | **newGame**() | Function creates and initializes all the piles that are required for the solitaire game these piles are: Discard pile (pile that holds all cards shown from deck) 4 suit piles (holding spade, heart, club, diamond cards from A-K respectively) 7 table piles(these are the main piles a user will play on) |
| void | **returnCardsFromGraphics**() | When the game is drawn each table pile and deck is created this function returns the initialized table piles back to main game for user to interact with |
| void | **traverseDeck**() | When deck is empty function traverseDeck is called this function returns all cards from the discard pile back to deck |

### Methods inherited from class java.lang.Object

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

## *Constructor Detail*

## *Method Detail*

### main

```
public static void main(String[] args)
```

### newGame

```
public void newGame()
```

Function creates and initializes all the piles that are required for the solitaire game these piles are: Discard pile (pile that holds all cards shown from deck) 4 suit piles (holding spade, heart, club, diamond cards from A-K respectively) 7 table piles(these are the main piles a user will play on)

### returnCardsFromGraphics

```
public void returnCardsFromGraphics()
```

When the game is drawn each table pile and deck is created this function returns the initialized table piles back to main game for user to interact with

### addToTable

```
public TablePile addToTable(TablePile table, int i)
```

This function takes in a TablePile table and pile number i and returns an altered TablePile pile number i represents a table 1 - 7 that user clicked on if i = 0, then the player clicked on the discard pile ind if found to be the index of the card in the pile that is being added to the table if

card or pile can be added to a different pile it is added and the altered pile is returned if it cannot be added then the original pile is returned

**Parameters:**

`table` -

`i` -

**Returns:**

### addToSuitPile

```
public SuitPile addToSuitPile(SuitPile suit, Card c, int i)
```

Add card c to top of suitPile suit and reset suitPile for drawing i indicates the suit pile card is being added to

**Parameters:**

`suit` -

`c` -

`i` -

**Returns:**

### traverseDeck

```
public void traverseDeck()
```

When deck is empty function traverseDeck is called this function returns all cards from the discard pile back to deck

### giveDiscard

```
public void giveDiscard()
```

fiveDiscard is used to send card from top of the discard pile to table piles if card can not be added to table pile it is returned back to discard pile

### mouseMoved



```
public void mouseMoved(MouseEvent e)
```



**Specified by:**



`mouseMoved` in interface `MouseMotionListener`

### mouseDragged

```
public void mouseDragged(MouseEvent e)
```

**Specified by:**

`mouseDragged` in interface `MouseMotionListener`