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PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

SEARCH: 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
<pre>Card(int s, int v, Image im, Image back)</pre>	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
All Methods	instance Methods	Concrete Method

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
PACKAGE GELLASS GELLE DEPRECATED INDEX HELP returns image
SUMMARY: NESTED JETS DI CONSTRIMETHODE SUPETAILE FIELD I CONSTRIMETHOD
                  SEARCH: getValue() re
                                      search
     int
                                   returns value of the card
     int
                  getX()
                                   returns x coordinate of card
     int
                  getY()
                                   returns y coordinate of card
     boolean
                  inArea
                                   based on a given x and y coordinate location, the function
                  (int x,
                                   checks if a card was clicked on the card is 71 pixels wide and 91
                  int y)
                                   pixels tall function returns true if mouse click coordinates are
                                   within this area
     void
                  setLoc
                                   this function sets the location (x and y coordinate) of each card
                  (int x,
                  int y)
```

Methods inherited from class java.lang.Object

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

Constructor Detail

Card

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

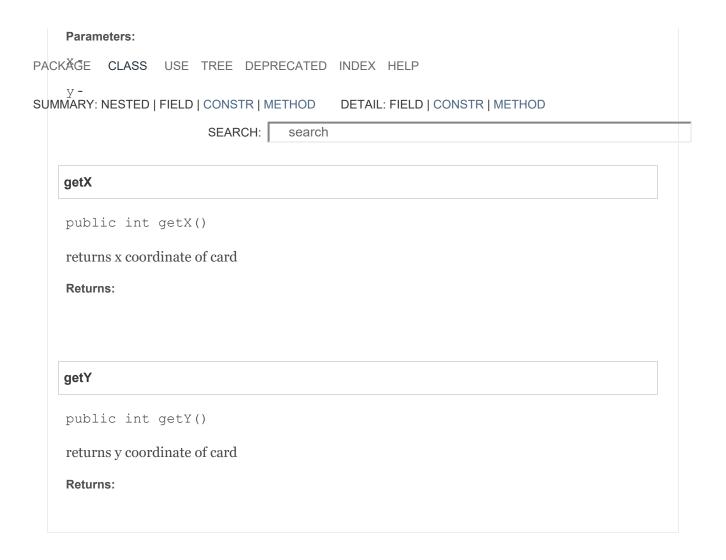
Parameters:

s -

```
∨ -
PACKAGE CLASS USE TREE DEPRECATED INDEX HELP
SUMMARY NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD
                        SEARCH:
                                   search
   Method Detail
    getlmage
    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 PACKAGE TREE DEPRECATED INDEX HELP SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD SEARCH: search 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



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SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

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