For card

/\*

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\*/

package ca.sheridancollege.week3.softwarefundamentals.ice1;

/\*\*

\* A class that models playing card Objects. Cards have

\* a value (note that Ace = 1, Jack = 11, Queen =12, King = 13)

\* A suit (clubs, hearts, spades, diamonds).

\* There are 52 cards in a deck, no jokers.

\* This code is to be used in ICE1. When you create your own branch,

\* add your name as a modifier.

\* @author Ridhima Nanda

\*/

public class Card {

private String suit; //clubs, spades, diamonds, hearts

private int value;//1-13

public static final String [] SUITS = {"Hearts", "Diamonds", "Spades", "Clubs"};

/\*\*

\* @return the suit

\*/

public String getSuit() {

return suit;

}

/\*\*

\* @param suit the suit to set

\*/

public void setSuit(String suit) {

this.suit = suit;

}

/\*\*

\* @return the value

\*/

public int getValue() {

return value;

}

/\*\*

\* @param value the value to set

\*/

public void setValue(int value) {

this.value = value;

}

public int randomValue()

{

int number = (int)(Math.random()\*13+1);

return number;

}

public int randomSuit()

{

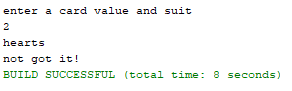
int suit = (int)(Math.random()\*4);

return suit;

}

//Write two methods to generate random number of values and suits here

}



For card trick

/\*

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\* and open the template in the editor.

\*/

package ca.sheridancollege.week3.softwarefundamentals.ice1;

import java.util.Scanner;

/\*\*

\* A class that fills a magic hand of 7 cards with random Card Objects

\* and then asks the user to pick a card and searches the array of cards

\* for the match to the user's card. To be used as starting code in ICE 1

\* @author Sivagami

\*/

public class CardTrick {

public static void main(String[] args)

{

Card[] magicHand = new Card[7];

Scanner sc = new Scanner(System.in);

for (int i=0; i<magicHand.length; i++)

{

Card c = new Card();

c.setValue(c.randomValue());

c.setSuit(Card.SUITS[c.randomSuit()]);

//c.setValue(insert call to random number generator here)

//c.setSuit(Card.SUITS[insert call to random number between 0-3 here])

magicHand[i]=c;

}

System.out.println("enter a card value and suit");

int cardValue = sc.nextInt();

sc.nextLine();

String suitValue = sc.nextLine();

boolean found = false;

for(int i = 0;i<magicHand.length;i++)

{

if(cardValue == magicHand[i].getValue() &&

suitValue.equalsIgnoreCase(magicHand[i].getSuit()))

{

found = true;

break;

}

}

if (found)

{

System.out.println("you got it!");

}

else

{

System.out.println("not got it!");

}

}

//insert code to ask the user for Card value and suit, create their card

// and search magicHand here

//Then report the result here

}

