

Intro to Java Week 6 Coding Assignment

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Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your Java project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

For the final project you will be creating an automated version of the classic card game *WAR*.

1. Create the following classes.
 - a. Card
 - i. Fields
 1. **value** (contains a value from 2-14 representing cards 2-Ace)
 2. **name** (e.g. Ace of Diamonds, or Two of Hearts)
 - ii. Methods
 1. Getters and Setters
 2. **describe** (prints out information about a card)
 - b. Deck
 - i. Fields
 1. **cards** (List of Card)
 - ii. Methods

1. **shuffle** (randomizes the order of the cards)
2. **draw** (removes and returns the top card of the Cards field)
3. In the constructor, when a new Deck is instantiated, the Cards field should be populated with the standard 52 cards.

c. Player

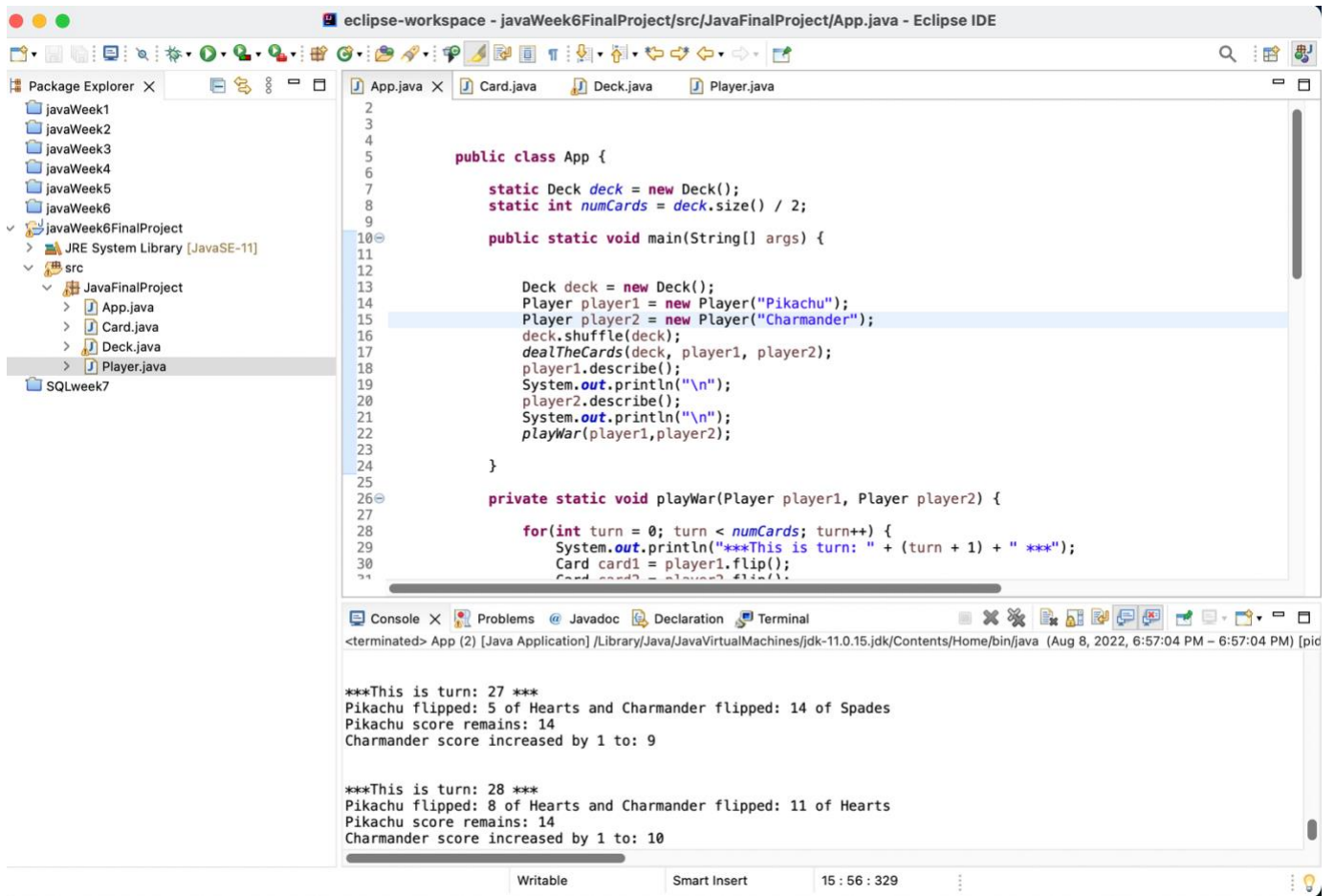
i. Fields

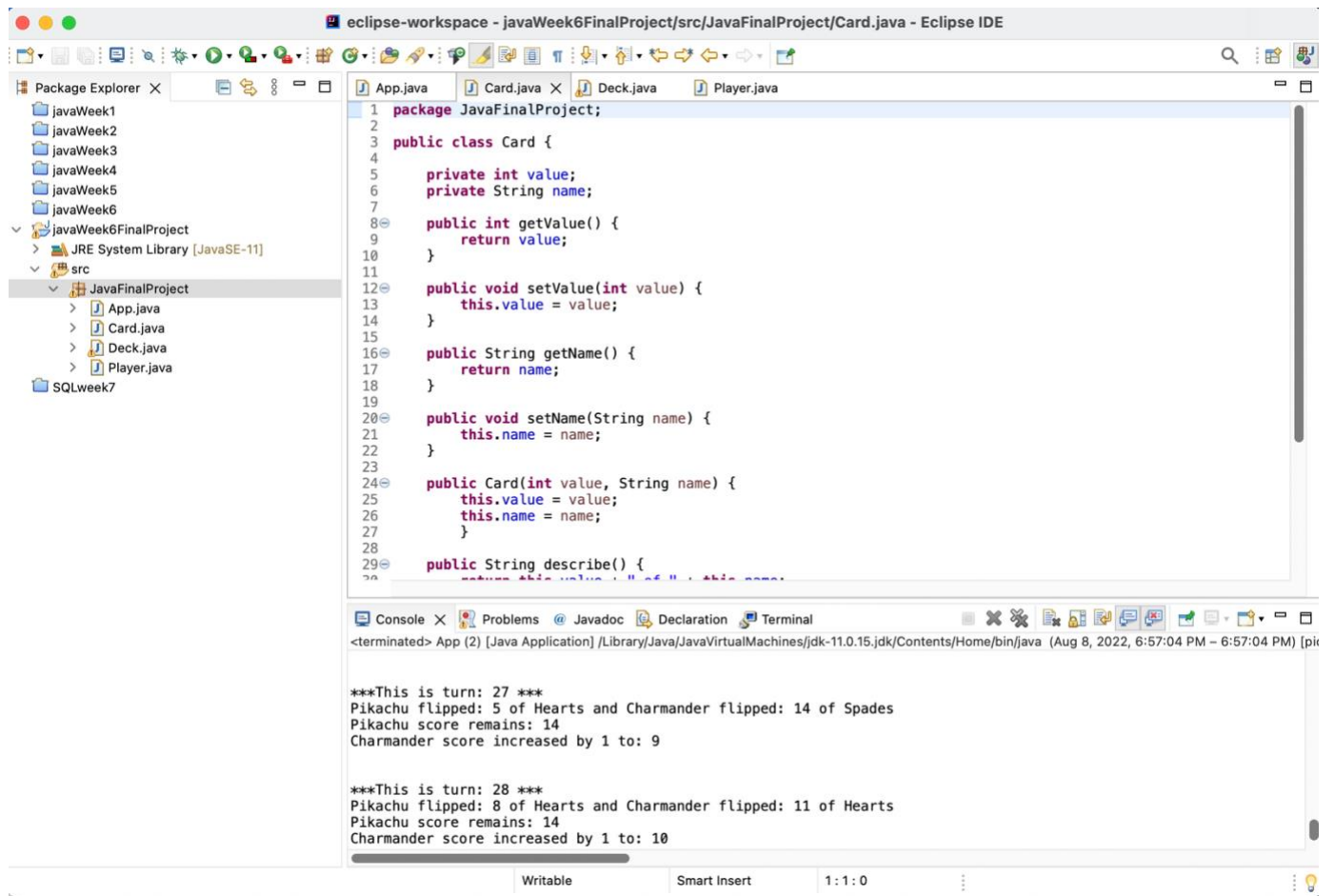
1. **hand** (List of Card)
2. **score** (set to 0 in the constructor)
3. **name**

ii. Methods

1. **describe** (prints out information about the player and calls the describe method for each card in the Hand List)
 2. **flip** (removes and returns the top card of the Hand)
 3. **draw** (takes a Deck as an argument and calls the draw method on the deck, adding the returned Card to the hand field)
 4. **incrementScore** (adds 1 to the Player's score field)
2. Create a class called App with a main method.
 3. Instantiate a Deck and two Players, call the shuffle method on the deck.
 4. Using a traditional for loop, iterate 52 times calling the Draw method on the other player each iteration using the Deck you instantiated.
 5. Using a traditional for loop, iterate 26 times and call the flip method for each player.
 - a. Compare the value of each card returned by the two player's flip methods. Call the incrementScore method on the player whose card has the higher value.
 6. After the loop, compare the final score from each player.
 7. Print the final score of each player and either "Player 1", "Player 2", or "Draw" depending on which score is higher or if they are both the same.

Screenshots of Code:





eclipse-workspace - javaWeek6FinalProject/src/JavaFinalProject/Deck.java - Eclipse IDE

Package Explorer

- javaWeek1
- javaWeek2
- javaWeek3
- javaWeek4
- javaWeek5
- javaWeek6
- javaWeek6FinalProject
 - JRE System Library [JavaSE-11]
 - src
 - JavaFinalProject
 - App.java
 - Card.java
 - Deck.java
 - Player.java
- SQLweek7

App.java Card.java *Deck.java X Player.java

```
1 package JavaFinalProject;
2
3
4 import java.util.ArrayList;
5
6
7
8
9 public class Deck extends ArrayList<Card> {
10
11     List<Integer> values = List.of(2, 3, 4, 5, 6, 7, 8, 9, 9, 10, 11, 12, 13, 14);
12
13     List<String> names = List.of("Spades", "Hearts", "Clubs", "Diamonds");
14
15     List<Card> cards = new ArrayList<Card>();
16
17     public Deck() {
18         for(int value : values) {
19             for(String name : names) {
20                 Card card = new Card(value, name);
21                 this.add(card);
22             }
23         }
24     }
25
26
27     public String toString() {
28         StringBuilder b = new StringBuilder();
29         b.append("List of cards: ").append(System.lineSeparator());
30         for(Card card : this) {
31             b.append(" ").append(card).append(System.lineSeparator());
32         }
33     }
34 }
```

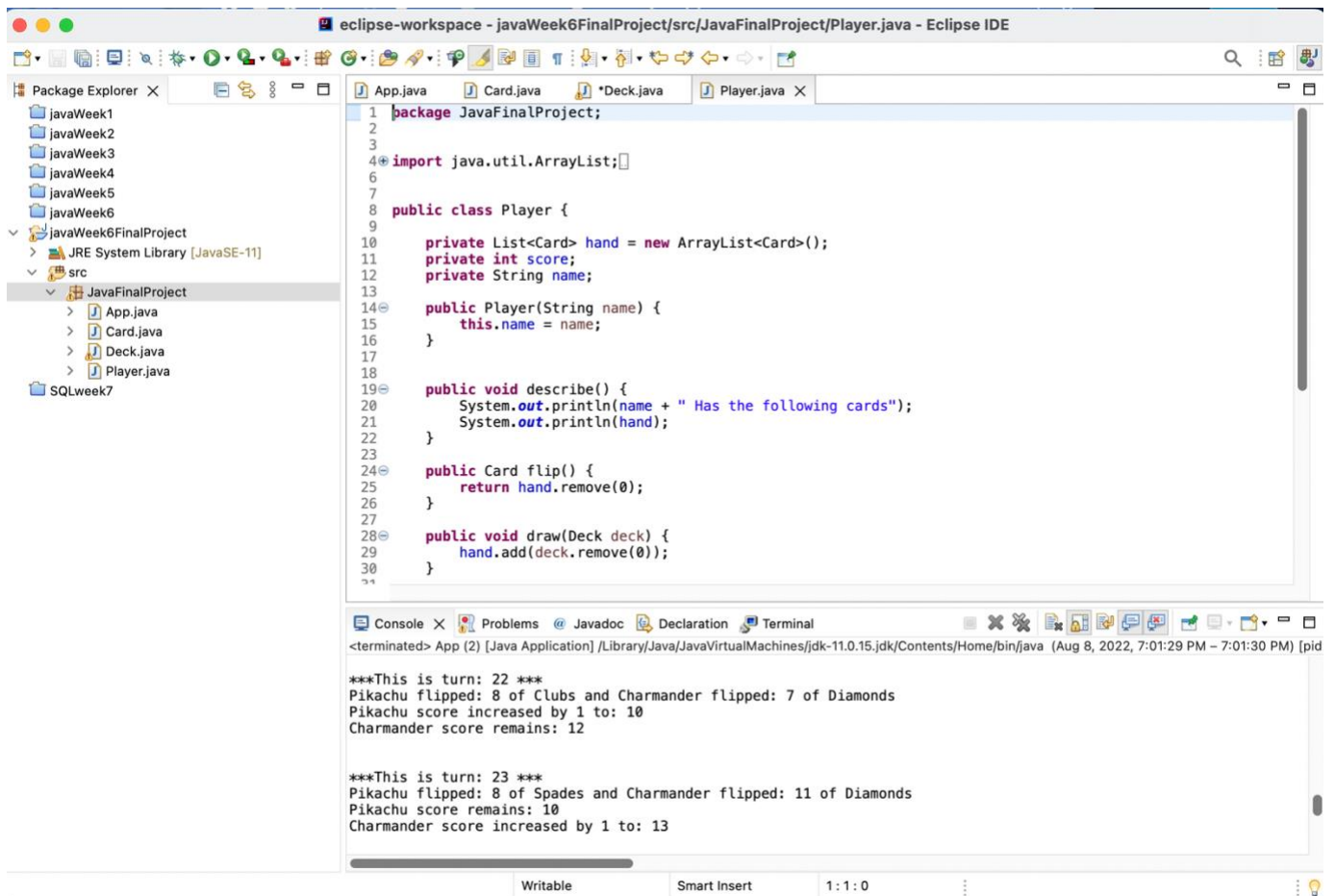
Console

<terminated> App (2) [Java Application] /Library/Java/JavaVirtualMachines/jdk-11.0.15.jdk/Contents/Home/bin/java (Aug 8, 2022, 7:01:29 PM - 7:01:30 PM) [pid

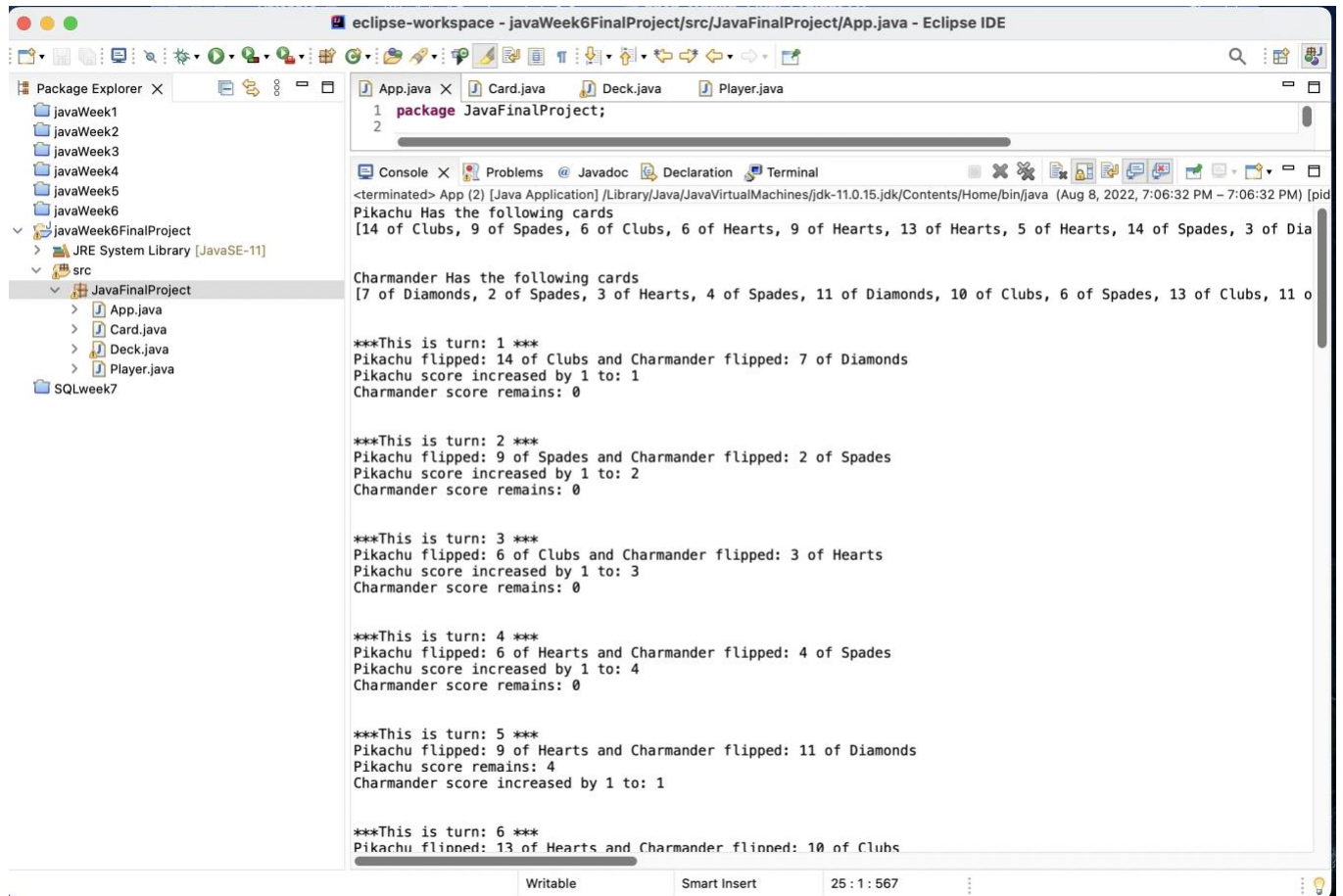
```
***This is turn: 22 ***
Pikachu flipped: 8 of Clubs and Charmander flipped: 7 of Diamonds
Pikachu score increased by 1 to: 10
Charmander score remains: 12

***This is turn: 23 ***
Pikachu flipped: 8 of Spades and Charmander flipped: 11 of Diamonds
Pikachu score remains: 10
Charmander score increased by 1 to: 13
```

Writable Smart Insert 1:1:0



Screenshots of Running Application:



The screenshot shows the Eclipse IDE interface. The Package Explorer on the left displays a project structure with folders 'javaWeek1' through 'javaWeek6' and 'SQLweek7'. The 'javaWeek6FinalProject' folder is expanded, showing a 'src' folder containing 'JavaFinalProject', which in turn contains 'App.java', 'Card.java', 'Deck.java', and 'Player.java'. The main editor window shows 'App.java' with the following code:

```
1 package JavaFinalProject;
2
```

The Console window at the bottom displays the output of the application, showing a card game simulation. The output is as follows:

```
<terminated> App (2) [Java Application] /Library/Java/JavaVirtualMachines/jdk-11.0.15.jdk/Contents/Home/bin/java (Aug 8, 2022, 7:06:32 PM - 7:06:32 PM) [pid
***This is turn: 23 ***
Pikachu flipped: 11 of Hearts and Charmander flipped: 9 of Hearts
Pikachu score increased by 1 to: 12
Charmander score remains: 11

***This is turn: 24 ***
Pikachu flipped: 9 of Spades and Charmander flipped: 7 of Spades
Pikachu score increased by 1 to: 13
Charmander score remains: 11

***This is turn: 25 ***
Pikachu flipped: 6 of Diamonds and Charmander flipped: 9 of Clubs
Pikachu score remains: 13
Charmander score increased by 1 to: 12

***This is turn: 26 ***
Pikachu flipped: 12 of Hearts and Charmander flipped: 10 of Hearts
Pikachu score increased by 1 to: 14
Charmander score remains: 12

***This is turn: 27 ***
Pikachu flipped: 5 of Spades and Charmander flipped: 12 of Spades
Pikachu score remains: 14
Charmander score increased by 1 to: 13

***This is turn: 28 ***
Pikachu flipped: 5 of Diamonds and Charmander flipped: 3 of Spades
Pikachu score increased by 1 to: 15
Charmander score remains: 13

Pikachu wins with 15 points
Charmander lost with 13 points
```

The status bar at the bottom indicates 'Writable', 'Smart Insert', and '25 : 1 : 567'.

URL to GitHub Repository: <https://github.com/thientbui/Week6JavaFinal>