

Jack Utzerath
CST-105 9am
Exercise 9
12/5/21

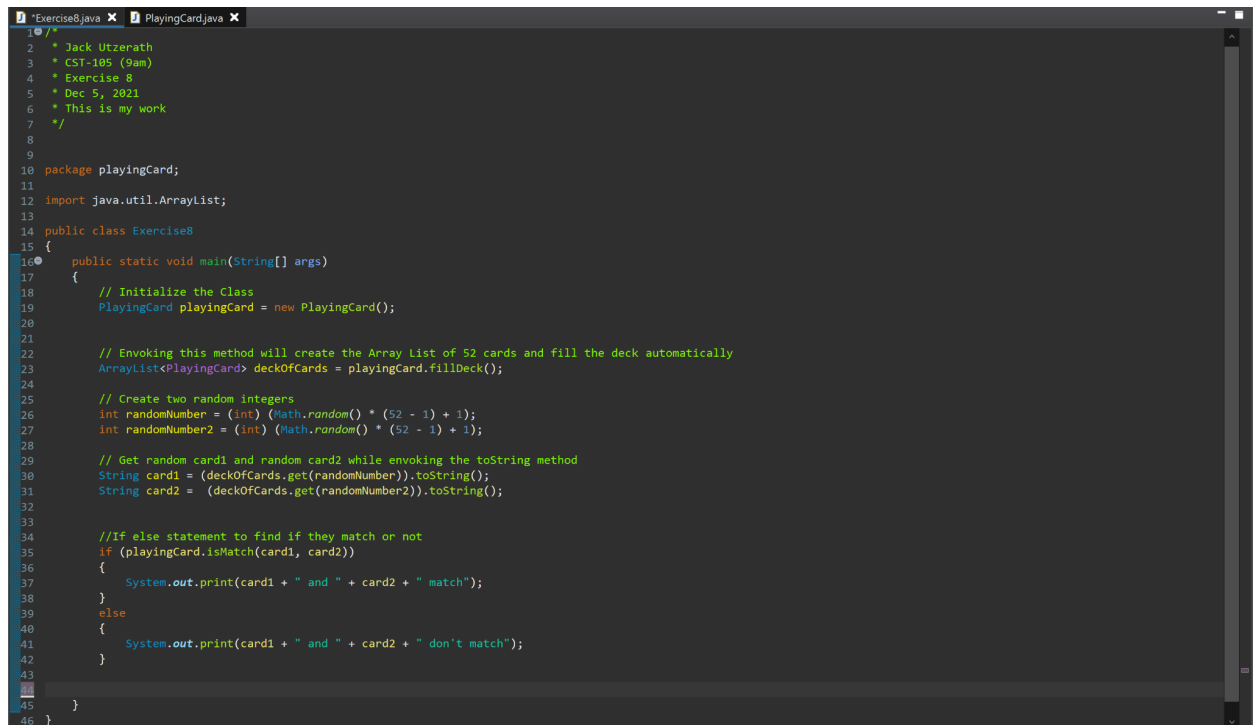
Loom Video:

<https://www.loom.com/share/84fbbc798f2f4eb082f4112294f00c34>

I fixed my code to where it displays the value then the suit rather than the suit then the value

Java Files: I will turn in the .java files to the submission

Code Screenshots:



```
1  /*
2   * Jack Utzerath
3   * CST-105 (9am)
4   * Exercise 8
5   * Dec 5, 2021
6   * This is my work
7   */
8
9
10 package playingCard;
11
12 import java.util.ArrayList;
13
14 public class Exercise8
15 {
16     public static void main(String[] args)
17     {
18         // Initialize the Class
19         PlayingCard playingCard = new PlayingCard();
20
21
22         // Invoking this method will create the Array List of 52 cards and fill the deck automatically
23         ArrayList<PlayingCard> deckOfCards = playingCard.fillDeck();
24
25         // Create two random integers
26         int randomNumber = (int) (Math.random() * (52 - 1) + 1);
27         int randomNumber2 = (int) (Math.random() * (52 - 1) + 1);
28
29         // Get random card1 and random card2 while invoking the toString method
30         String card1 = (deckOfCards.get(randomNumber)).toString();
31         String card2 = (deckOfCards.get(randomNumber2)).toString();
32
33
34         //If else statement to find if they match or not
35         if (playingCard.isMatch(card1, card2))
36         {
37             System.out.print(card1 + " and " + card2 + " match");
38         }
39         else
40         {
41             System.out.print(card1 + " and " + card2 + " don't match");
42         }
43
44     }
45 }
46 }
```

```

1  /*
2   * Jack Utzerath
3   * CST-105 (Dam)
4   * Exercise 8
5   * Dec 5, 2021
6   * This is my work
7   */
8
9
10
11
12 package playingCard;
13
14 import java.util.ArrayList;
15
16 public class PlayingCard
17 {
18
19     //Initializing Attributes (Private)
20
21     private int value;
22     private char suit;
23
24     //-----
25     //Constructor to Initialize the Values
26
27     public PlayingCard()
28     {
29         this.value = 0;
30         this.suit = 'N';
31     }
32
33
34     //-----
35     // Create Constructor
36
37     public PlayingCard( int value, char suit)
38     {
39         this.value = value;
40         this.suit = suit;
41     }
42
43     //-----
44     //Generate getters and setters
45
46     public char getSuit()

```

```

47     {
48         return suit;
49     }
50
51
52     public void setSuit(char suit)
53     {
54         this.suit = suit;
55     }
56
57
58     public int getValue()
59     {
60         return value;
61     }
62
63
64     public void setValue(int value)
65     {
66         this.value = value;
67     }
68
69     //-----
70     //To String Method
71
72     public String toString()
73     {
74         String value = "";
75
76         //Switch statement to convert 11-14 into face cards
77
78         switch(this.value)
79         {
80             case 11:
81                 value = "J";
82                 break;
83             case 12:
84                 value = "Q";
85                 break;
86             case 13:
87                 value = "K";
88                 break;
89             case 14:
90                 value = "A";
91                 break;
92

```

```

92         default:
93             //Default convert int into string
94             value = String.valueOf(this.value);
95
96
97     }
98     //Return the String
99     return value + "," + this.getSuit() ;
100 }
101 //-----
102 //Is Match Method
103
104 public boolean isMatch(String Card1, String Card2)
105 {
106
107
108
109
110     char suit = Card1.charAt(0);
111     char value = Card1.charAt(2);
112
113     char suit2 = Card2.charAt(0);
114     char value2 = Card2.charAt(2);
115
116
117     if (suit == suit2 || value == value2)
118     {
119         return true;
120     }
121     else
122     {
123         return false;
124     }
125 }
126
127
128 //-----
129 // This method will create the Array List of 52 cards and fill the deck automatically
130
131 public ArrayList<PlayingCard> fillDeck()
132 {
133     ArrayList<PlayingCard> deckOfCards = new ArrayList<PlayingCard>();
134 }
135
136
137

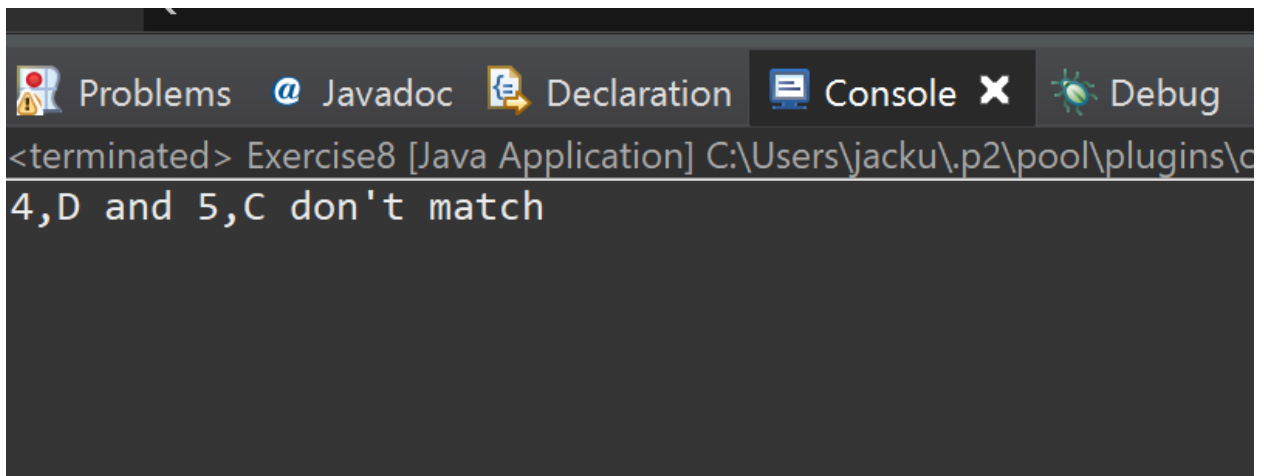
```

```

137
138 //Define variable
139 char suitType = 'N';
140
141 //For loop to fill array
142 for (int suit = 1; suit <= 4; suit++)
143 {
144     for(int value = 2; value <= 14; value++)
145     {
146
147         //Switch Statment to name the suit
148         switch (suit)
149         {
150             case 1:
151                 suitType = 'C';
152                 break;
153             case 2:
154                 suitType = 'D';
155                 break;
156             case 3:
157                 suitType = 'S';
158                 break;
159             case 4:
160                 suitType = 'H';
161         }
162
163         //Fill the array at the given parameters
164         deckOfCards.add(new PlayingCard(value, suitType));
165     }
166 }
167
168 //Return the array
169 return deckOfCards;
170
171 }
172 //-----
173
174
175
176
177
178
179

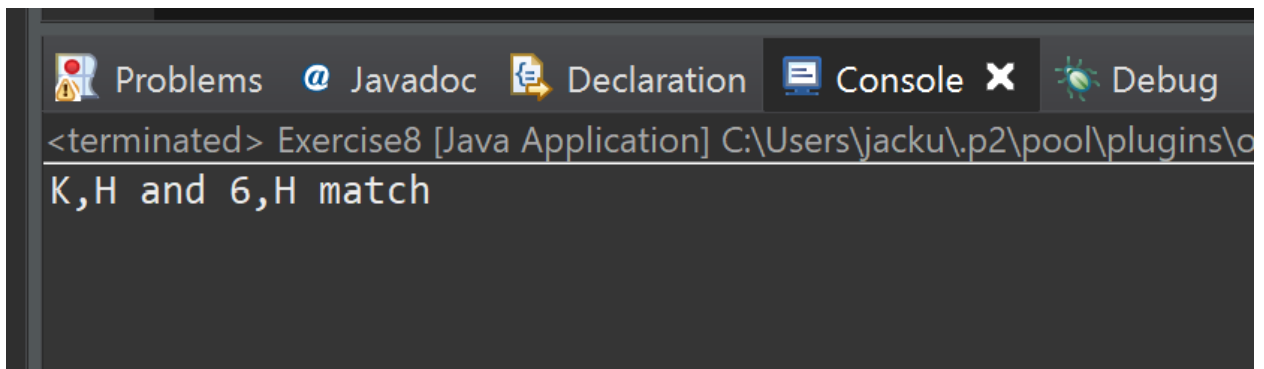
```

Displays:



The screenshot shows the bottom portion of an IDE window with a dark theme. The top bar contains five tabs: 'Problems' (with a warning icon), 'Javadoc' (with an '@' icon), 'Declaration' (with a document icon), 'Console' (with a terminal icon and an 'X' to close), and 'Debug' (with a play icon). The 'Console' tab is active. Below the tabs, the text '<terminated> Exercise8 [Java Application] C:\Users\jacku\.p2\pool\plugins\c' is visible. The main console area displays the message '4,D and 5,C don't match'.

```
<terminated> Exercise8 [Java Application] C:\Users\jacku\.p2\pool\plugins\c  
4,D and 5,C don't match
```



This screenshot is similar to the one above, showing the same IDE window with the 'Console' tab active. The text '<terminated> Exercise8 [Java Application] C:\Users\jacku\.p2\pool\plugins\c' is present. The main console area now displays the message 'K,H and 6,H match'.

```
<terminated> Exercise8 [Java Application] C:\Users\jacku\.p2\pool\plugins\c  
K,H and 6,H match
```