

Preface

Full description of each Class and Class Hierarchy available in HTML Javadoc format in doc folder. Browse to *“doc”* folder from the zip folder and open [index.html](#) with your favourite browser.

Morra Game Description

“Morra” is a hand game usually played for entertainment or to settle a disagreement. The game has many variations and can be played by two or more players. Morra Odds and Evens Variation In this variation of the game, one player is going to be the “Odds” player and the other player is the “Evens” player. In each round of the game, the players will simultaneously hold out between 1 and 10 fingers. The winner of the round is decided based on the sum of fingers shown by both players , namely if the sum is an even number then the “Evens” player wins, otherwise if the sum is an odd number then the “Odds” player wins. The winner of the round receives two points. In addition, the player whose number of fingers is closer to the sum, receives one extra point. The winner of the game is the first player who accumulates six points.

Package Contents

- src (Source Code)
 - Constants
 - Game
 - Morra
 - MorraApp
 - Play
 - Player
 - HumanPlayer
 - VirtualPlayer
- doc (Documentation in Javadoc format)

Sample Run

Qla, Do you want to play as Even Or Odd. [Even Num entry selects Even, Odd Num entry selects Odd]

Junk

Invalid entry, ONLY integer value is accepted

-1000

I will be positive, discarding negetive part

Player : PLYR : Choosen play type : 0

Player : CPU : Choosen play type : 1

PLYR pick a Number between 1 and 10(Duplicate last Play would be rejected): -1000

You entered a negetive value - But I am positive, I will the ignore negetive part

You entered a value larger than 10 - Modulated to Base 10.

You picked 0, I will replace your play with a random pick

Round	Player	Play	score	Round	Player	Play	score
1	PLYR	2	2	1	CPU	10	1

Total Score for PLYR 2

Total Score for CPU 1

PLYR pick a Number between 1 and 10(Duplicate last Play would be rejected): -1000

You entered a negetive value - But I am positive, I will the ignore negetive part

You entered a value larger than 10 - Modulated to Base 10.

You picked 0, I will replace your play with a random pick

Round	Player	Play	score	Round	Player	Play	score
1	PLYR	2	2	1	CPU	10	1

2	PLYR	9	3	2	CPU	1	0
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Total Score for PLYR 5

Total Score for CPU 1

PLYR pick a Number between 1 and 10(Duplicate last Play would be rejected): 3

Round	Player	Play	score	Round	Player	Play	score
1	PLYR	2	2	1	CPU	10	1

2	PLYR	9	3	2	CPU	1	0
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3	PLYR	3	0	3	CPU	10	3
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Total Score for PLYR 5

Total Score for CPU 4

PLYR pick a Number between 1 and 10(Duplicate last Play would be rejected): 3

PLYR pick a Number between 1 and 10(Duplicate last Play would be rejected): 4

Round	Player	Play	score	Round	Player	Play	score
1	PLYR	2	2	1	CPU	10	1

2	PLYR	9	3	2	CPU	1	0
---	------	---	---	---	-----	---	---

3	PLYR	3	0	3	CPU	10	3
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4	PLYR	4	1	4	CPU	1	2
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Total Score for PLYR 6

Total Score for CPU 6

Bingo we have winner as PLYR