

Scala in Practice

lab 09

Acceptance criteria:

You are a Lead Programmer in company creating *online card-games*.
Re-structure your code from *Lab 4*¹ & set up code-standards which will be a framework for all developers:

- Configure *SBT build-tool*:
 - *build.sbt*
 - Declare *scalacOptions* with chosen compiler flags
 - Declare two projects:
 - *Core* (abstractions for cards & deck)
 - *Blackjack*
 - Add & configure plugins for:
 - Common formatting for all developers (e.g., *Scalafmt*²)
 - Auto-linting (e.g., *Scalafix*³)
 - Testing toolkit (e.g., *ScalaTest*⁴)
 - Test-code coverage (e.g., *Scoverage*⁵)
- Write *unit-tests* for your code (what coverage is sufficient?)

Note1: Exercise is based on *SBT*. Feel free to use any build-tool you want (e.g., *SBT*, *Maven*, *Gradle*)

Note2: If you don't have *Lab 4* done, use code from *Lab 5* or *Lab 6*

Note3: Have any ideas to refactor your code? Go for it.

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1 <http://www.ii.uni.wroc.pl/~kowalczykiewicz/exercises/lab04.pdf>

2 <https://github.com/scalameta/scalafmt>

3 <https://github.com/scalacenter/sbt-scalafix>

4 <https://github.com/scalatest/scalatest>

5 <https://github.com/scoverage/sbt-scoverage>