

1 Before Getting Started on the Exercises

Remember to do the Shift+Ctrl+F to format the program and to put the standard comments at the top. You will be submitting the java code files through MyClasses, as always. **Note that since we are working with classes there will be multiple java files to upload, make sure you upload all the java files from the project.**

I also want either a Microsoft Word doc file (or LibreOffice Writer odt) or a text file (which you can create with NotePad++) of the output of at least three runs of the program. This doc (or odt) or text file is to be uploaded to MyClasses as well. You can copy and paste output from the Eclipse console area to the word or text program. Programs must include header comments with at least your name, date, and short description of the program.

2 Exercise

This exercise is just Hi/Low again but this time we will use actual (well virtual) decks of cards. Here is the way our game will go. Each of two players has a shuffled deck of playing cards, a standard poker deck. They each turn over their first card, the highest face value wins (with Ace being low). The winner of the round gets one point. If the face values are the same then no one wins that round. This goes on for the 52 cards and the person with the highest score wins the game.

Create a program that will simulate this game using the Card and Deck classes we created in lecture or the ones from the notes. In either case you may need to add a method or two or manipulate the given methods to suit your needs. You will not need any user input for this. Clearly there is no strategy to this game and the winner is completely determined by the shuffle of the cards. Hence it is a nice game for children but not for older persons. Have the program print out the shuffled decks (which may help with debugging) and then each round of the game with a running score. At the end have the program print the winner of the game or if the scores are equal have it print that the game was a draw. Note that in this game the 10, J, Q, and K have different worths whereas they have the same worth in a game like blackjack. The card worth will simply be its face value, so the KD and KC are the same values.

A program run is below.

Decks

```

7S  7D  3S  JH  3C  5S  AH  8D  7H  KD  10D  KH  AD  10H  2D  5C  2H  4H  QS
JS  9H  6C  QC  6D  8S  2C  9S  KC  5D  6S  KS  10S  4C  2S  6H  3D  4S  QH
8H  7C  5H  3H  9C  AC  AS  JD  QD  8C  JC  4D  10C  9D

2H  6H  QH  10H  QS  JC  3C  6D  5C  6C  10S  KD  8C  3S  QC  AS  2C  JD  4S
JS  2D  AD  5S  7S  10C  4C  KH  KS  9S  AC  4D  4H  7H  3H  2S  JH  7D  5D
3D  QD  6S  AH  KC  9C  8D  9H  10D  7C  8H  9D  8S  5H

```

Game

```

7S  2H  Score:  1  0
7D  6H  Score:  2  0
3S  QH  Score:  2  1
JH  10H Score:  3  1
3C  QS  Score:  3  2
5S  JC  Score:  3  3
AH  3C  Score:  3  4
8D  6D  Score:  4  4

```

7H	5C	Score:	5	4
KD	6C	Score:	6	4
10D	10S	Score:	6	4
KH	KD	Score:	6	4
AD	8C	Score:	6	5
10H	3S	Score:	7	5
2D	QC	Score:	7	6
5C	AS	Score:	8	6
2H	2C	Score:	8	6
4H	JD	Score:	8	7
QS	4S	Score:	9	7
JS	JS	Score:	9	7
9H	2D	Score:	10	7
6C	AD	Score:	11	7
QC	5S	Score:	12	7
6D	7S	Score:	12	8
8S	10C	Score:	12	9
2C	4C	Score:	12	10
9S	KH	Score:	12	11
KC	KS	Score:	12	11
5D	9S	Score:	12	12
6S	AC	Score:	13	12
KS	4D	Score:	14	12
10S	4H	Score:	15	12
4C	7H	Score:	15	13
2S	3H	Score:	15	14
6H	2S	Score:	16	14
3D	JH	Score:	16	15
4S	7D	Score:	16	16
QH	5D	Score:	17	16
8H	3D	Score:	18	16
7C	QD	Score:	18	17
5H	6S	Score:	18	18
3H	AH	Score:	19	18
9C	KC	Score:	19	19
AC	9C	Score:	19	20
AS	8D	Score:	19	21
JD	9H	Score:	20	21
QD	10D	Score:	21	21
8C	7C	Score:	22	21
JC	8H	Score:	23	21
4D	9D	Score:	23	22
10C	8S	Score:	24	22
9D	5H	Score:	25	22

Player 1 won the game.