

Programming II

BlackJack Assignment (part 1)

Create a Card Class consisting of the instance variables faceValue, suit, and points.

The constructor should set the initial value for all the instance variables.

The class should have 'getters' and 'setters' for each instance variable.

Other methods should include compareCardValue, figureName, figureSuit, and toString.

figureName – takes an int and returns a face,

figureSuit – takes an int and returns a suit.

```
/* CardTester.java      Name: Nancy Reddig, Academy Instructor
                        Date: 5/15/03

Modified by:           Carl Frank, 08/29/07
    Modifications were to not allow access to instance variables of Card.
    The assumptions are that these will be private.
    Use this class to test your Card Class
    Program that tests the Card Class*/

// Java packages
import java.awt.*;
import java.awt.event.*;
import javax.swing.*; // program uses JOptionPane

public class CardTester {

    // main method begins execution of Java application
    public static void main( String args[] )
    {
        Card card1= new Card("King", "Hearts");

        // allow the user to think that they are dealing a random card
        JOptionPane.showMessageDialog(null, "Deal a Card",
            "Card", JOptionPane.INFORMATION_MESSAGE );

        //display the card
        JOptionPane.showMessageDialog( null, "The card is the " + card1.getFaceValue() + " of "
+ card1.getSuit(),
            "Your Card", JOptionPane.PLAIN_MESSAGE );

        System.exit( 0 ); // terminate application

    } // end main
} // end class CardTester
```