

Object-Oriented Analysis & Java

Practical 5: Java classes

Florentin Bekier

Exercise:

1. Create a class `Card` to represent a card from a playing card deck. The class will have an attribute to store the value of the card (from 1 to 13) and another attribute to store the color (clubs, diamonds, hearts, spades). Create an enum for the color.
2. Add the `equals` and `hashCode` methods to the class.
3. Create a class `PlayerHand` to represent the hand of a player using a `HashSet` to store the cards. Implement the following methods:
 - a. `add(Card)`: Add a card to the hand.
 - b. `contains(Card)`: Return true if the hand contains the card.
 - c. `toString()`: Returns a representation of the hand as a String.
4. Write a program where you create a hand, add cards to it and print the result.
5. Write a program that reads the hand from a file.