

COP 3337		Assignment 1: Arrays & enum Types	
		100	Jenny B. Goode
<u>PlayingCardDeck</u>			
Constructor()	7	7	<i>Instantiate, initialize.</i>
shuffle()	8	8	<i>Restore complete deck. Consistent state.</i>
deal()	15		
select random	5	5	<i>Selected card must be in the deck.</i>
return constructed	6	6	<i>Determine rank & suit. Construct & return PlayingCard.</i>
update	3	3	<i>Consistent state.</i>
exception	1	1	<i>Empty deck.</i>
<u>Poker Hand</u>			
Constructor()	5	5	<i>Instantiate, initialize.</i>
Accessor getHand()	5	5	<i>Return copy.</i>
Mutator addCard()	7	7	<i>Must insert. Exception if already completed.</i>
toString()	3	3	
type()	40		
<u>correctness</u>			
straight	6	3	<i>In sequence.</i>
Ace-5 straight		3	<i>Special case: A 2 3 4 5.</i>
flush	3	3	<i>Same suit.</i>
straight-flush	3	2	
royal-flush	3	3	
four-of-a-kind	3	3	
full-house	3	3	
three-of-a-kind	3	3	
two-pair	3	3	
one-pair	3	3	
high-card		1	<i>Default.</i>
<u>algorithm</u>			
efficiency	3	3	<i>Utilizes sorted order.</i>
efficiency	2	2	<i>Orders tests to avoid redundancy.</i>
<u>organization</u>			
uses helpers	1	1	
suitable helpers	4	4	
<u>Documentation</u>			
ID Paragraph	5	5	
Comments	5	5	