

Programming With Objects

- syntax – creating objects, calling methods
- determining how to use a class
- think through the program logic at a higher level of abstraction
 - core concepts are “card”, “deck”, “hand” – describe game play at that level rather than thinking about how to represent a card or deck or hand
 - writing pseudocode is useful

Write a Java program to carry out the card game described below. Use the classes [Card](#), [Deck](#), and [Hand](#) in your solution.

Card Bingo:

- The dealer shuffles a deck and deals 10 cards to each player.
- The dealer then shuffles a second deck of cards and proceeds to deal one card at a time.
- As each card is dealt, the player (if any) who has an identical card in her hand scores a point. (e.g. if the dealer deals the Queen of Hearts, the player holding the Queen of Hearts scores a point)
- The first player to reach 5 points wins.