

## Project 1

- **Blackjack simulation**
  - write a class named **Blackjack**
  - implements logic associated with card game
- **Graphics interface provided**

## Project 1

- **Requirements**
  - Use **ArrayList** objects to represent the player and dealer's cards and the deck.
  - Use the **shuffle** method of the **java.util.Collections** class to perform the data shuffling.
  - Use the **shuffle** method that takes a list followed by a **Random** object
    - `Random randomGenerator = new Random(seed);`
    - `Collections.shuffle(list, randomGenerator);`

## Project 1

- Open project
- Due Friday 6pm
- Full description of project
  - <http://www.cs.umd.edu/class/fall2005/cmssc132/Projects/p1/p1.html>

## Project 1

- For CVS repository in Eclipse
  - User
    - cs132xxx
  - Host
    - linuxlab.cs.umd.edu
  - Repository path
    - /afs/csic.umd.edu/users/nelson/cvs132Fall05/cs132xxx
    - (where xxx is a 3 digit number from your linuxlab account)
- Detailed setup directions at
  - <http://www.cs.umd.edu/class/fall2005/cmssc132/EclipseTutorial/cvs.html>