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

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### 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**