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| |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | [**Package**](http://docs.google.com/poker/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/Card.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | |  |
| PREV CLASS   NEXT CLASS | [**FRAMES**](http://docs.google.com/index.html?poker/Card.html)    [**NO FRAMES**](http://docs.google.com/Card.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

## **poker**

Class Card

java.lang.Object  
 **poker.Card**

public class **Card**extends java.lang.Object

An immutable class representing a playing card from a standard deck. Each card has a value and a suit.

**Author:** Fawzi Emad (c) 2008

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| **Constructor Summary** | |
| [**Card**](http://docs.google.com/poker/Card.html#Card(int,%20int))(int value, int suit)            Standard constructor. |

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| **Method Summary** | |
| java.lang.String | [**getImageFileName**](http://docs.google.com/poker/Card.html#getImageFileName())()            [STUDENTS SHOULD NOT BE CALLING THIS METHOD!] Used for finding the image corresponding to this Card. |
| int | [**getSuit**](http://docs.google.com/poker/Card.html#getSuit())()            "Getter" for suit of Card. |
| int | [**getValue**](http://docs.google.com/poker/Card.html#getValue())()            "Getter" for value of Card. |
| java.lang.String | [**toString**](http://docs.google.com/poker/Card.html#toString())()            Returns the name of the card as a String. |

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| **Methods inherited from class java.lang.Object** |
| equals, getClass, hashCode, notify, notifyAll, wait, wait, wait |

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| **Constructor Detail** |

### Card

public **Card**(int value,  
 int suit)

Standard constructor.

**Parameters:**value - 1 through 13; 1 represents Ace, 2 through 10 for numerical cards, 11 is Jack, 12 is Queen, 13 is Kingsuit - 0 through 3; represents Spades, Hearts, Clubs, or Diamonds

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| **Method Detail** |

### getValue

public int **getValue**()

"Getter" for value of Card.

**Returns:**value of card (1-13; 1 for Ace, 2-10 for numerical cards, 11 for Jack, 12 for Queen, 13 for King)

### getSuit

public int **getSuit**()

"Getter" for suit of Card.

**Returns:**suit of card (0-3; 0 for Spades, 1 for Hearts, 2 for Clubs, 3 for Diamonds)

### toString

public java.lang.String **toString**()

Returns the name of the card as a String. For example, the 2 of hearts would be "2 of h", and the Jack of Spades would be "J of s".

**Overrides:**toString in class java.lang.Object **Returns:**string that looks like: value "of" suit

### getImageFileName

public java.lang.String **getImageFileName**()

[STUDENTS SHOULD NOT BE CALLING THIS METHOD!] Used for finding the image corresponding to this Card.

**Returns:**path of image file corresponding to this Card.

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| |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | [**Package**](http://docs.google.com/poker/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/Card.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | |  |
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[Web Accessibility](https://www.umd.edu/web-accessibility)