Assignment #5 – Card Fan

Prepare to work on this assignment by creating a work folder called assign5 in your w-number folder. Call your main program FanCards.java. Include source files for any other classes used by your program in the same folder. If there are any resource files used by your program, they should be included in this folder as well.

What to do

Create a concrete subclass of the `PlayingCard` abstract class developed cooperatively in class. Your subclass should be for a specific type of card, approved by the instructor (may be anything except for a standard poker-style playing card).

Write a class called `FanCards` which creates a deck of `PlayingCards`, but which instantiates it with your kind of playing card. It should then sort this deck of playing cards using the sort method from the `Arrays` class in the java.util package. Next, fan the entire deck of cards out on the graphical canvas. A set of images will be provided that you can use for card fronts and backs.

Extra credit [10 points]: Provide your own card fronts, specific to your type of playing card.

What to turn in

Commit all necessary source code files and any necessary resource files (including the card graphics) in your assign5 folder using CVS before the end of the day (midnight) on Friday, April 20, 2007. Remember that you may commit multiple times if you wish (and it is a good idea to do so for every major change or at the end of each work session). Remember to have fun, and get help from the instructor when you need it!