

# Checkpoint 4: Make Your Card Object.

This is the example from the Animal Game.

Adapt it for your game.

**Check your instance variables with Ms. Gorski FIRST.**

```
//Name: TO DO: Fill this comment in
//Date: TO DO: Fill this comment in
//Purpose: TO DO: Fill this comment in
public class Card
{ //TO DO: Fill this comment in
    private String animal;
    private int pic;

    //TO DO: Fill this comment in
    public Card ()
    {
        animal = "anteater";
        pic = 1;
    }
    public Card (String a, int p)
    {
        animal = a;
        pic = p;
    }

    //TO DO: Fill this comment in
    public void setAnimal (String a)
    {
        animal = a;
    }
    public void setPic (int p)
    {
        pic = p;
    }

    //TO DO: Fill this comment in
    public String getPic ()
    {
        return "animal" + pic + ".png";
    }
    public String getAnimal ()
    {
        return animal;
    }
    public String getHint ()
    {
        return "It begins with " + animal.charAt (0);
    }
    public String toString ()
    {
        return "Animal Card [ #" + pic + " is " + animal + " ]";
    }

    //TO DO: Fill this comment in
    public boolean equals (Card c)
    {
        if (animal.equals (c.getAnimal ()))
            return true;
        else
            return false;
    }
    public int compareTo (Card c)
    {
        if (animal.compareTo (c.getAnimal ()) > 0)
            return 1;
        else if (animal.compareTo (c.getAnimal ()) < 0)
            return -1;
        else
            return 0;
    }
}
```