

Make Your Card Class

Video: <https://youtu.be/cFkXZIYEN4o>

Remember: You can't just cut and paste in this code!

- Put in YOUR instance variables
- Add in the constructor
- Make your own accessors and mutators.
- Add in equals, compareTo and toString.
- If you have a picture, make a setPic method. If not, delete it!

```
public class Card {
    private String category;
    private String q1;
    private String q2;
    private String q3;
    private String q4;
    private int score;
    public Card(String c, String ques1, String ques2, String ques3, String
ques4) {
        category=c;
        q1=ques1;
        q2=ques2;
        q3=ques3;
        q4=ques4;
        score=0;
    }
    public String getCategory(){
        return category;
    }
    public String getQuestion1(){
        return q1;
    }
    public String getQuestion2(){
        return q2;
    }
    public String getQuestion3(){
        return q3;
    }
    public String getQuestion4(){
        return q4;
    }
    public void addtoScore(){
        score++;
    }
    public int getScore(){
        return score;
    }
}
```

```
public void setPic(ImageView picture) {
    if (category.equals("At a restaurant"))
        picture.setImageResource(R.drawable.bigeyes);
    else if (category.equals("Fill in the blank"))
        picture.setImageResource(R.drawable.black);
    else if (category.equals("Movies"))
        picture.setImageResource(R.drawable.glasses);
    else if (category.equals("Bugs"))
        picture.setImageResource(R.drawable.chomp);
}
}
```