A simple card game in Java ME

This is a very simple Java ME card game. On screen there are two cards facing down. Users bet some amount of his bank and click on the show button. If your card is greater than computers' card, you will win double amount or you loose your amount. And then you take another two cards.

Source Code

cardcanvas.java

```
import java.io.IOException;
import java.util.Random;

import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Font;
import javax.microedition.lcdui.Graphics;
import javax.microedition.lcdui.Image;


public class cardcanvas extends Canvas implements CommandListener {

 String[] card=new String[]{"clubs-a-75.png","clubs-k-75.png","clubs-q-75.png","clubs-j-
75.png","clubs-2-75.png","clubs-3-75.png","clubs-4-75.png","clubs-5-75.png","clubs-6-
75.png","clubs-7-75.png","clubs-8-75.png","clubs-9-75.png","clubs-10-75.png"
                      ,"diamonds-a-75.png","diamonds-k-75.png","diamonds-q-
75.png","diamonds-j-75.png","diamonds-2-75.png","diamonds-3-75.png","diamonds-4-
75.png","diamonds-5-75.png","diamonds-6-75.png","diamonds-7-75.png","diamonds-8-
75.png","diamonds-9-75.png","diamonds-10-75.png"
                      ,"hearts-a-75.png","hearts-k-75.png","hearts-q-75.png","hearts-j-
75.png","hearts-2-75.png","hearts-3-75.png","hearts-4-75.png","hearts-5-75.png","hearts-
6-75.png","hearts-7-75.png","hearts-8-75.png","hearts-9-75.png","hearts-10-75.png"
                      ,"spades-a-75.png","spades-k-75.png","spades-q-75.png","spades-j-
75.png","spades-2-75.png","spades-3-75.png","spades-4-75.png","spades-5-75.png","spades-
6-75.png","spades-7-75.png","spades-8-75.png","spades-9-75.png","spades-10-75.png"};
 int[] cardrank=new
int[]{14,13,12,11,2,3,4,5,6,7,8,9,10,14,13,12,11,2,3,4,5,6,7,8,9,10,14,13,12,11,2,3,4,5,6,7,8,9,10,14,13,12,11,2,3,4,5,6,7,8,9,10};
 Image imgcomp=null;
 Image imguser=null;
 int bet=100;
 int ubal=1000;
 int cbal=1000;

 boolean firsttime=true;
 boolean bnew=true;
 boolean bshow=false;
 Command cmdbet=new Command("BET", Command.BACK, 1 );
 Command cmdshow=new Command("show", Command.ITEM, 2 );
 Command cmdexit=new Command("EXIT", Command.ITEM, 4 );
 Command cmdnew=new Command("NEW", Command.ITEM, 3 );
 int ucard,ccard;
 boolean flag1=true;
 boolean flag2=false;
 boolean flag3=false;

 String sUser;
 public cardcanvas(String m){

  sUser = m;

  this.addCommand(cmdbet);
  this.addCommand(cmdshow);
  this.addCommand(cmdexit);
  this.addCommand(cmdnew);
        this.setCommandListener(this);
  //System.out.print(m_Midlet);
 }

 public int rancard(){

  Random generator = new Random();
        generator.setSeed(System.currentTimeMillis());
        float f = generator.nextFloat();

        return (int)(f*52.0f)%100;
 }
```


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```
 protected void paint(Graphics g) {

  // TODO Auto-generated method stub
  g.setColor(0xf0b0b0);
  g.fillRect(0, 0, getWidth(), getHeight());
  g.setColor(0x0000ff);

        if(bnew){
         try {
   imgcomp = Image.createImage("/suit/back.png");
   imguser= Image.createImage("/suit/back.png");

  } catch (IOException e) {
   // TODO Auto-generated catch block
   e.printStackTrace();
  }
  bnew=false;
        }
        if(bshow){
        displaycard();

           g.drawString("",6 ,115, Graphics.TOP|Graphics.LEFT);
        if(ucard>ccard){
         g.setColor(0x000000);
   g.drawString("u win the game",70 ,150, Graphics.TOP|Graphics.LEFT);
      ubal=ubal+2*bet;
      repaint();
        }

         if(ucard==ccard){
   g.drawString(" ITS A TIE",70 ,150, Graphics.TOP|Graphics.LEFT);
      ubal=ubal+bet;
      cbal=cbal+bet;
      repaint();
         }
        if(ucard<ccard){
         g.setColor(0x000000);
         g.drawString(" u lost the game",70 ,150, Graphics.TOP|Graphics.LEFT);
            cbal=cbal+2*bet;
            repaint();
        }
        bshow=false;
        }
        g.drawImage(imgcomp,6,6, Graphics.TOP|Graphics.LEFT);
        g.drawImage(imguser,156,6, Graphics.TOP|Graphics.LEFT);
        g.setFont(Font.getFont(Font.FACE_PROPORTIONAL, Font.STYLE_BOLD,
Font.SIZE_LARGE));
        g.drawString(sUser,6 ,115, Graphics.TOP|Graphics.LEFT);
        g.drawString("COMPUTER ",150 ,115, Graphics.TOP|Graphics.LEFT);
        g.setFont(Font.getFont(Font.FACE_PROPORTIONAL, Font.STYLE_UNDERLINED,
Font.SIZE_SMALL));
        g.drawString(sUser+"'s BANK:$"+ubal,5 ,250, Graphics.TOP|Graphics.LEFT);
        g.drawString("COMPUTER BANK:$"+cbal,110 ,250, Graphics.TOP|Graphics.LEFT);
        g.drawString(sUser+"'s BET:$"+bet,90 ,200, Graphics.TOP|Graphics.LEFT);
 }


 public void displaycard(){

  int index=rancard();
  int index1;
        ucard=cardrank[index];
        try {
        imgcomp = Image.createImage("/suit/"+card[index]);

        while(true){
       index1=rancard();
         if(index==index1 && cardrank[index]==cardrank[index1])
          continue;
         else
          break;

        }
        //index=rancard();
        ccard=cardrank[index1];
        imguser= Image.createImage("/suit/"+card[index1]);

            } catch (IOException e) {

        System.out.print("image file not found");
           }
```


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```
//cardmidlet cm=new cardmidlet();
//String name=cm.name();
//g.drawString("image demo",getWidth()/2-10 ,getHeight()/2, Graphics.TOP|Graphics.LEFT);

 }

 protected void keyPressed(int keyCode){
  if(keyCode==-1){
   bet=bet+5;
   repaint();
  }
  if(keyCode==-2){
   bet=bet-5;
   repaint();
  }
  //repaint();
 }

 public void commandAction(Command com, Displayable arg1) {
  // TODO Auto-generated method stub
  if(com==cmdshow && flag2){
   bshow=true;
   flag2=false;
   flag3=true;
   repaint();


   }
  if(com==cmdnew & flag3){
   bnew=true;
   flag3=false;
   flag1=true;
   repaint();

  }
  if(com==cmdbet && flag1){
   ubal=ubal-bet;
   cbal=cbal-bet;
   flag2=true;
   flag1=false;
   repaint();
  }

 }

}
```

cardmidlet.java

```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.MIDlet;
import javax.microedition.midlet.MIDletStateChangeException;

public class cardmidlet extends MIDlet implements CommandListener {
 private Display display;
 private Form form;
 private List menuList ;
 String[] elements=new String[]{"New Game","Credit","Help","About"};
 private Command selectCommand;
 Alert alert;
        private Command fnext=new Command("NEXT",Command.ITEM,1);
        private Command fback=new Command("BACK",Command.BACK,1);
 private TextField uname;
 public String nname;

 protected void destroyApp(boolean arg0) throws MIDletStateChangeException {
 }

 protected void pauseApp() {


 }
 public cardmidlet() {
   menuList();

        }

 public void menuList(){

             display = Display.getDisplay(this);
```


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```
            menuList = new List("Menu", List.IMPLICIT, elements, null);
      selectCommand=new Command("open",Command.ITEM,1);
      menuList.setSelectCommand(selectCommand);
      menuList.setCommandListener(this);

          }

 protected void startApp() throws MIDletStateChangeException {
  display.setCurrent(menuList);
 }

 public void about(){
  alert = new Alert("Option Selected", "This game is created by"+"\n"+" vivart pandey.",
null, null);
       alert.setTimeout(Alert.FOREVER);
       alert.setType(AlertType.INFO);
       display.setCurrent(alert);
 }

 public void newgame(){
  display=Display.getDisplay(this);
  uname=new TextField("enter your name","",50,TextField.ANY);
  form =new Form("new user");
  form.append(uname);
  form.addCommand(fnext);
  form.addCommand(fback);
  form.setCommandListener(this);
  display.setCurrent(form);

 }

 public String name(){
   nname=uname.getString();
  return nname;
 }

 public void commandAction(Command com, Displayable arg1) {

  if(com==selectCommand){
   if(menuList.getSelectedIndex()==3)
    about();
   if(menuList.getSelectedIndex()==0)
    newgame();

   }
  if(com==fback){
   display.setCurrent(menuList);
  }
  if(com==fnext){
   display = Display.getDisplay(this);
   cardcanvas cd=new cardcanvas(this.name());

   display.setCurrent(cd);
  }
 }

}
```

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