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JSkat

- free implementation of the German card game Skat
- singlePlayer with AI or multiplayer with server
- written in Java
- version for android, available on



Google play

 Play on local table Start skat series Play on ISS HelpWelcome 

Welcome to JSkat!



Play on ISS

Games against human players and the best AI players on the ISS.
An internet connection is needed.



Play on local table

Games against local AI players.
No internet connection is needed.



Preferences

Set program options and skat rules.



Exit JSkat

Close JSkat

Bug 1 - empty names

Welcome to JSkat!

Input

Put in a name for the new skat table, please

OK Cancel

Players on the ISS.

Game start

Start skat series

JSkat 0.13.0

File Skat table ISS Extras Help

Play on local table Start skat series Play on ISS Help

Welcome

P0	P1	P2	Games

Bug 1 - empty names

Game start

Start skat series

Player 1 Algorithmic (BETA)

Player 2 Algorithmic (BETA)

Player 3 Human

Number of rounds 12 unlimited

Ramsch Play only ramsch games

Start Cancel

Game 1: Bidding

: Forehand Bid: 0 (passed)

: Middle hand Bid: 18

X 18 0

20 Pass

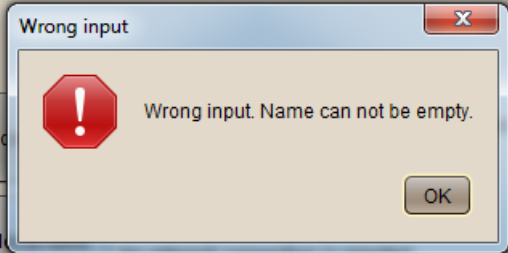
: Rearhand Bid: 0

J♠ J♥ A♣ K♣ Q♠ 9♠ 10♥ K♥ Q♥ 7♥ 7♥

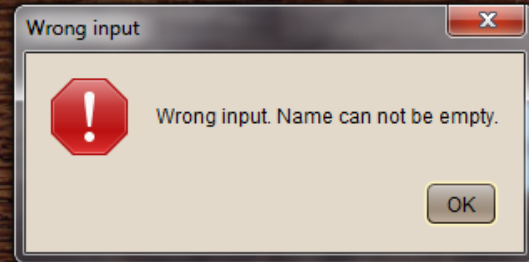
Bug 1 - solution



Welcome to JSkat!



Game start



Bug 1 - solution

14 ■■■■■ jskat-base/src/main/java/org/jskat/control/JSkatMaster.java View

```
@@ -120,6 +120,12 @@ public void createTable() {
120 120         log.debug("Create table was cancelled..."); //$NON-NLS-1$
121 121         return;
122 122     }
```

```
+
123 +         if (tableName.isEmpty()) {
124 +             showEmptyInputNameMessage();
125 +             // try again
126 +             createTable();
127 +         }
```

```
123 129         if (data.isFreeTableName(tableName)) {
124 130             createLocalTable(tableName, view.getHumanPlay
125 131         }
```

```
@@ -412,6 +418,14 @@ public void showAboutMessage() {
412 418         view.showAboutMessage();
413 419     }
414 420 }
```

```
+
421 +     /**
422 +     * Shows the error message of wrong (null) name input
423 +     */
424 +     public void showEmptyInputNameMessage() {
425 +         view.showNullInputNameMessage();
426 +     }
427 + }
```

```
415 429     /**
416 430     */
```

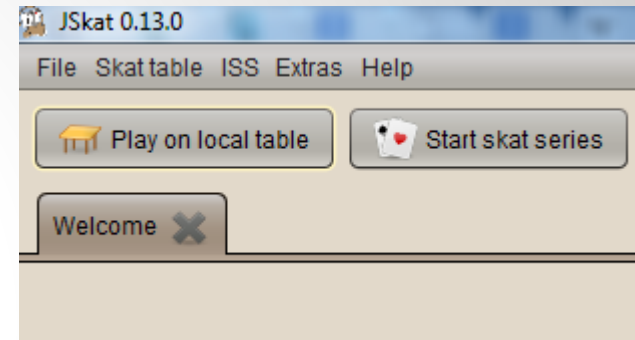
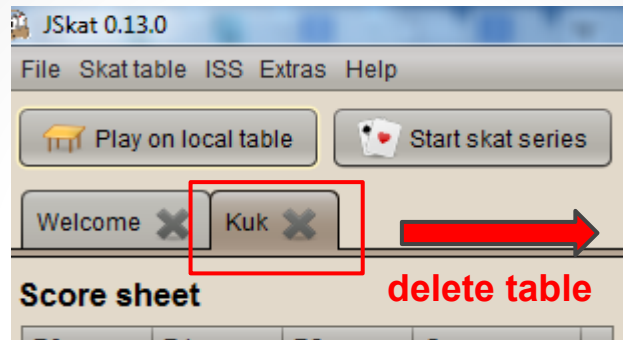
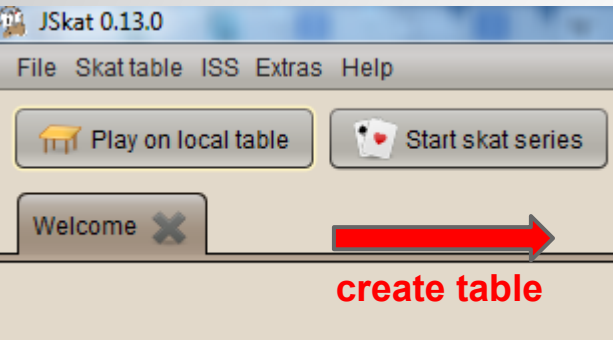
2 ■■■■■ jskat-base/src/main/resources/org/jskat/il18n/jskat_strings.properties

```
@@ -100,6 +100,8 @@ human_player=Human
100 100     icons=Icons
101 101     invalid_game_announcement_message=Invalid game announcement\: {0}
102 102     invalid_game_announcement_title=Invalid game announcement
103 +invalid_name_input_null_message=Wrong input. Name can not be empty.
104 +invalid_name_input_null_title=Wrong input
103 105     invalid_number_of_cards_in_skat_message=There is an invalid number of cards in the skat.
104 106     invalid_number_of_cards_in_skat_title=Invalid skat
105 107     invite=Invite
```

2 ■■■■■ jskat-base/src/main/resources/org/jskat/il18n/jskat_strings_de.properties

```
@@ -100,6 +100,8 @@ human_player=Mensch
100 100     icons=Icons
101 101     invalid_game_announcement_message=Ung\u00fcltige Spielansage\: {0}
102 102     invalid_game_announcement_title=Ung\u00fcltige Spielansage
103 +invalid_name_input_null_message=Falscher Eintrag. Die Name kann nicht leer sein.
104 +invalid_name_input_null_title=Falscher Eintrag
103 105     invalid_number_of_cards_in_skat_message=Es befindet sich eine ung\u00fcltige Anzahl von Karten im Skat.
104 106     invalid_number_of_cards_in_skat_title=Ung\u00fcltiger Skat
105 107     invite=Einladen
```

Bug 2 - cannot create deleted table



**create table
with the same
name**



Bug 2 - solution

```
48 51      * Constructor
   @@ -53,7 +56,7 @@
53 56      *          JSkat bitmaps
54 57      */
55 58      public JSkatTabComponent(final JTabbedPane newPane,
56 59  -          JSkatGraphicRepository bitmaps) {
   +          JSkatGraphicRepository bitmaps, JSkatMaster jskat) {
57 60
58 61          // unset default FlowLayout' gaps
59 62          super(new FlowLayout(FlowLayout.LEFT, 0, 0));
   @@ -62,6 +65,7 @@ public JSkatTabComponent(final JTabbedPane newPane,
62 65          throw new IllegalArgumentException("TabbedPane is null"); //$NON-NLS-1$
63 66      }
64 67      this.pane = newPane;
68 69  +      this.jskat = jskat;
65 69      setOpaque(false);
66 70
67 71      // make JLabel read titles from JTabbedPane
   @@ -114,11 +118,13 @@ public TabButton(JSkatGraphicRepository newBitmaps) {
114 118      }
115 119
116 120      public void actionPerformed(ActionEvent e) {
121 122  +
117 122          int i = JSkatTabComponent.this.pane
118 123                  .indexOfTabComponent(JSkatTabComponent.this);
119 124          if (i != -1) {
120 125              // FIXME (jan 22.06.2010) use an action here
121 126  -          JSkatTabComponent.this.pane.remove(i);
   +          jskat.removeTable(JSkatViewType.LOCAL_TABLE, pane.getTitleAt(i));
127 127  +          JSkatTabComponent.this.pane.remove(i);
122 128      }
123 129      }
```

Communication

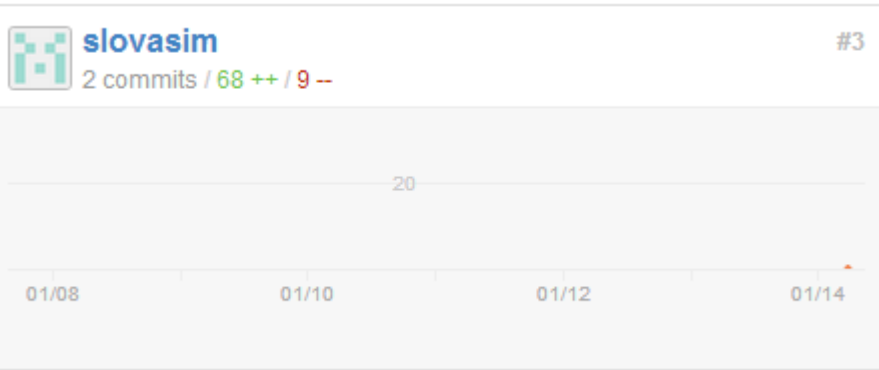
- quick response (days, hours)
- com. via Mantis (bugs) and GitHub

Recommendations

- better comments in code
- better structure of code
 - local vs network game mode

Conclusion

- my work was implemented into project



Thank you for your attention