Trash Pandas
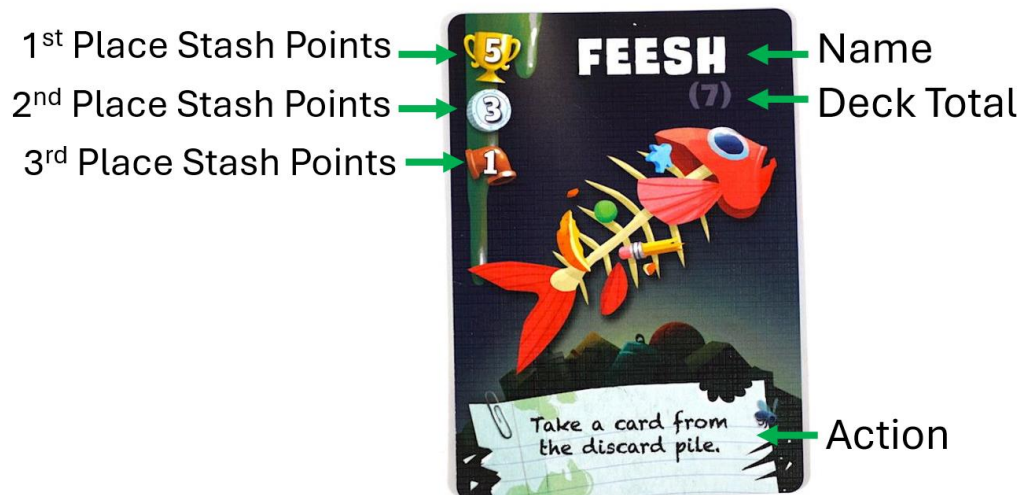
There is a card game called Trash Pandas. We aren't coding the entire game.
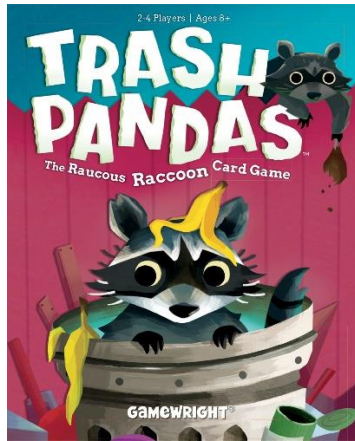
Checkmark 1

Make a card object for the Trash Pandas Game.

The instance variables are shown here:

1st Place Stash Points
2nd Place Stash Points
3rd Place Stash Points
Name
Deck Total
Action

It will have:

- 6 instance variables.
- 2 constructors
- 7 accessors
- 6 mutators
- 2 facilitators (equals and compareTo)

Verify that it compiles with no errors.

Checkmark 2

In a different file, (say, TrashPandaRunner.java) create 3 Trash Panda Objects.

1. Choose 3 of the official cards to construct.
2. Call toString to print all three out.
3. Call at least 1 mutator, followed by toString to verify the change.
4. Call at least 1 other accessor, printing out the value.
5. Call equals, printing out the value.
6. Call compareTo, printing out the value.