

# Scala in Practice

## lab 09

### Acceptance criteria:

You are a Lead Programmer in company creating *online card-games*. Re-structure your code from *Lab 4*<sup>1</sup> & set up code-standards which will be a framework for all developers:

- Configure *SBT build-tool*:
  - *build.sbt*
    - Declare *scalacOptions* with chosen compiler flags
    - Declare two projects:
      - *Core* (abstractions for cards & deck)
      - *Blackjack*
  - Add & configure plugins for:
    - Common formatting for all developers (e.g., *Scalafmt*<sup>2</sup>)
    - Auto-linting (e.g., *Scalafix*<sup>3</sup>)
    - Testing toolkit (e.g., *ScalaTest*<sup>4</sup>)
    - Test-code coverage (e.g., *Scoverage*<sup>5</sup>)
- Write *unit-tests* for your code (what coverage is sufficient?)

*Note1*: Exercise is based on *SBT*. Feel free to use any build-tool you want (e.g., *SBT*, *Maven*, *Gradle*)

*Note2*: If you dont have *Lab 4* done, use code from *Lab 5* or *Lab 6*

*Note3*: Have any ideas to refactor your code? Go for it.

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1 <http://www.ii.uni.wroc.pl/~kowalczykiewicz/exercises/lab04.pdf>

2 <https://github.com/scalameta/scalafmt>

3 <https://github.com/scalacenter/sbt-scalafix>

4 <https://github.com/scalatest/scalatest>

5 <https://github.com/scoverage/sbt-scoverage>