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*[1] & 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*[2])
    - Auto-linting (e.g., *Scalafix*[3])
    - Testing toolkit (e.g., *ScalaTest*[4])
    - Test-code coverage (e.g., *Scoverage*[5])

- 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