**AP Comp Sci OOP - Make a Deck of Cards Lab Value - 4**

**Lab Goal :** This lab was designed to teach you more object oriented programming and start you

down the path of creating larger programs and games like BlackJack and Elevens [ one of the new AP CS A Labs ]. You will create a Deck class that contains a List < Card >

**Lab Description :** You need to design a class that contains an instance variables which is a List < Card > and an int that keeps track of the top card position . You then need to make a constructor and related methods. You will need a dealCard method and a shuffle method. Use the template shown below.

//make a Deck class

public static final int NUMCARDS = 52;

public static String[] SUITS = "CLUBS HEARTS DIAMONDS SPADES".split(" ");

private List<Card> cards;

private int top;

//make a Deck constructor

 //refer cards to new ArrayList

//set top to the top of the deck 51

//loop through all suits

//loop through all faces 1 to 13

//add a new TwentyOneCard to the deck

//make a dealCard() method that returns the top card

//write a shuffle() method

//use Collections.shuffle

 //reset the top card

( CardRunner.java )  
**Sample Output**

Print out 52 cards

Shuffle

Print out 52 cards

**Files Needed ::**

**Card.java**

**CardRunner.java  
Deck.java**

**DeckRunner.java**