

Tools and Techniques for Speech and Language Processing

University of Illinois at Urbana-Champaign

Week 07 of 16 — Day 14 of 29

Quiz (~10 minutes)

NB that some lines of code in the scaffolding will need to be replaced:

- `pass`
- `if True == False`
- `while True == False`

When you write your replacement, you should only need a single line of code.

Brief overview of **classes** and their **instantiation** as **objects**

Play time

Implement a simple card game in which two players draw a card from a deck and the highest card wins.

- Implement a **Card** class which has **value** and **suit** attributes.
- Implement a **ShuffledDeck** class which instantiates 52 Card of unique suit and value combinations.
- The ShuffledDeck class must also have a draw function, which returns the top Card.
- Print out the value and suit of each player's drawn Card with the value as a string (Q, J, 10, 9, etc.) and the suit represented by the **card suit unicode codepoints**.
- Print which player wins else print that it was a draw (*how can you compare the card values?*).