

# Activity 4: Adding a `Shuffle` Method to the `Deck` Class

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## Introduction:

You implemented a `Deck` class in Activity 2. This class should be complete except for the `shuffle` method. You also implemented a `DeckTester` class that you used to test your incomplete `Deck` class.

In Activity 3, you implemented methods in the `Shuffler` class, which shuffled integers.

Now you will use what you learned about shuffling in Activity 3 to implement the `Deck shuffle` method.

## Exercises:

1. The file `Deck.java`, found in the **Activity4 Starter Code** folder, is a correct solution from Activity 2. Complete the `Deck` class by implementing the `shuffle` method. Use the efficient selection shuffle algorithm from Activity 3.

Note that the `Deck` constructor creates the deck and then calls the `shuffle` method. The `shuffle` method also needs to reset the value of `size` to indicate that all of the cards can be dealt again.

2. The `DeckTester.java` file, found in the **Activity4 Starter Code** folder, provides a basic set of `Deck` tests. It is similar to the `DeckTester` class you might have written in Activity 2. Add additional code at the bottom of the `main` method to create a standard deck of 52 cards and test the `shuffle` method. You can use the `Deck toString` method to “see” the cards after every shuffle.

