Lab 8 due today, Friday 11:59pm. (10pts)

Note: This is an individual work.

1. Read the project-phase II description in drobox. Revise and complete the design of all interfaces. (2)

2. Follow the revised design from lab6, add a card class, deck class, player or hand classes and integrate these classes to your game. Make sure cards can be shuffled and dealt to your player(s)’s hand properly. Other game logic is not required to complete today. (5)

3. No compiling errors. (3)

Submission: A screenshot of all game pages and a .zip file of your code.