

**NWEA Code Sample Request**

Consider the following items when completing the below code sample:

* Best Practices
* TDD
* Unit Tests
* Input Validation

Card Game War

1. Design a class to represent a playing card.

public class Card {

}

1. Using the Card class above, create an implementation of the following interface.

public interface Deck

{

/\* Create the deck of cards \*/

public void create( int numberOfSuits, int numberOfRanks );

/\* Shuffle the deck \*/

public void shuffle();

/\* deal a card from the deck \*/

public Card deal();

}

1. Using the CardDeck create a driver program that plays the card game War. <http://en.wikipedia.org/wiki/War_(card_game)>

public class War

{

public void play( int numberOfSuits,

int numberOfRanks, int numberOfPlayers )

{

}

}