Adding values to the deck of cards

The deck of cards in the previous project was a list of string values for the cards. These steps will show how to make some simple changes to the code that allow the cards to be given values can be used in card games.

Step 1:
The first thing we need to do is consider when the cards will be assigned values. Since you have already created an __init__ for Card instances when they are created, it makes sense to do it then.

Go to your Card classes __init__ function:

```
#initalised with the card
def __init__(self, suit, number):
    self._suit = suit
    self._number = number
```

Step 2:

In order to assign the card instances in your deck a value, we will create conditions against the string value they currently have already. This will allow us to create separate values for the numbered and pictured cards.

We will start with the numbered cards by using the list comprehension example from the last project:

```
#initalised with the card
def __init__(self, suit, number):
    self._suit = suit
    self._number = number
    if self._number in [str(n) for n in range (2,11)]:
        self._value = int(number)
```

The If statement here works by checking the self._number value created when the card was created. If it's within the str version of every n in the range of 2 up to but not including 11, it will then change the self._value value number to an integer version of the string. Because the values in the list are 2 through 10, we can convert them to numbers

Step 3:

We will then create the values for picture cards. The Jack, Queen and King are all worth 10, so we add an Elif statement. This runs if the first If statement isn't true, which will be the case for the pictured cards.

```
if self._number in [str(n) for n in range (2,11)]:
    self._value = int(number)
elif self._number in ["Jack","Queen","King"]:
    self._value = 10
```

This Elif statement checks to see if the

self._numbervalue is in the list desrcibed. If it is, then the card's assigned value is 10.

We have one more card - the Ace. Because the Ace is valued as 1, We will add one more Elif statement for it:

```
if self._number in [str(n) for n in range (2,11)]:
    self._value = int(number)
elif self._number in ["Jack","Queen","King"]:
    self._value = 10
```