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HW #2 Pseudocode

**CARD CLASS**

getRankStr(), getRankInt(), getSuitStr(), and getSuitInt()

switch statement

return null or -1, depending on the return type

**DECK CLASS**

All constructors should begin by creating a normal deck (should make a helper method with a nested for loop to do this), then:

If sorted, selectionSort() / mergeSort()

Else shuffle()

selectionSort()

loop through cards backwards

loop through up to current index of outer loop

if current value > stored max value, then max = current value

swap(index of outer loop, index of max)

mergeSort()

split array of cards into two arrays

recursively do this again to each array until they have only one element

add the arrays, sorting them individually and merging them together using binary search

shuffle()

loop n times, where n = # of cards in the deck

swap(random index 1, random index 2)

swap()

temp <- value1

value1 <- value2

value2 <- temp

toString()

make four arrays for each suit

for each card in deck

add card to proper array

loop through all indices

check each array to see if a value exists at the current index

concatenate the values at the current index from each array together and println() them

deal(# hands, # cards per hand)

if # hands \* # cards per hand > deck length

return null

else

create array of Decks

loop through number of hands

add card to deck at array[i]

return array of Decks

pick()

return Card at random index from 0 to (Deck length – 1)