**Deck Pseudocode**

<https://www.savemyexams.com/gcse/computer-science/ocr/22/revision-notes/8-programming-fundamentals/additional-programming-techniques/random-number-generation/> - to find out how to generate a random number in pseudocode

Class deck

private cards

private templates [,[],[],[],[],[],[],[],[],[],[],[],[]]

public procedure new()

for 0 to 19

cards[i] = Card.new(templates[i,0],templates[i,1])

endfor

endprocedure

public procedure drawCard(player)

number = random(1,20)

cards[number].useCard(player)

endprocedure