**Section 11: Milestone Project - 2**

**03.03.**

**88. Deck Class**

random.shuffle(list\_name) shuffles the list in place and doesn’t return anything

**04.03.**

**89. Player Class**

We can append a list to another list by using + or extend method

**07.03.**

**08.03.**

print(\*collection, sep=’\n’) prints the elements of a collection separated by the sep

Also we can print like this: print(‘text…’, \*collection, sep=’\n’)

We can print a collection as a string with ‘ ‘.joint(collection) if the elements are strings