```java
1 package game.cards;
2 import java.util.Random;
3 //Shuffles an array of objects using Durstenfeld algorithm
4 public class Shuffler {
5
6     public static Object[] Shuffle(Object[] objectArray) {
7         Random rand = new Random();
8         for (int i=0; i<objectArray.length; i++) {
9             int randomPosition = rand.nextInt(objectArray.length);
10            //swap objects at i and randomPosition
11            Object temp = objectArray[i];
12            objectArray[i] = objectArray[randomPosition];
13            objectArray[randomPosition] = temp;
14        }
15        return objectArray;
16    }
17
18    //Tests if the Shuffle Works
19 public static void test(){
20     Object[] objects = {new Object(), new Object()};
21     System.out.println(objects[1].toString() + objects[0].toString());
22     Shuffle(objects);
23     System.out.println(objects[1].toString() + objects[0].toString());
24     System.out.println("OK");
25 }
26     //Used to test self
27 public static void main(String[] args) {
28     test();
29 }
30 }
31
32
```