Playing card Class

**public** **class** PlayingCard {

**char** suit;

**int** value;

**public** PlayingCard(**char** suit, **int** value) {

**this**.suit = suit;

**this**.value = value;}

**public** String toString() {

String valueString;

String suitString;

**if** (value > 10 ) {

suitString = Character.*toString*(suit);

**if** (value == 11) {

valueString = "J";}

**else** {

**if** (value == 12) {

valueString = "Q";}

**else** {

**if** (value == 13) {

valueString = "K";}

**else** {

valueString = "A";}}}}

**else** {

valueString = Integer.*toString*(value);

suitString = Character.*toString*(suit);}

**return** String.*format*(valueString, suitString);}

**public** **void** setSuits(**char** nSuit) {

suit = nSuit;}

**public** **void** setValue(**int** nValue) {

value = nValue;}

**public** **char** getSuit() {

**return** suit;}

**public** **int** getValue() {

**return** value;}

}

Exercise 8 Class

**import** java.util.ArrayList;

**public** **class** Exercise8 {

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

ArrayList<PlayingCard> deck = **new** ArrayList<>();

String suits = "CDHS";

**char** suit;

**int** value;

**for** ( **int** sIndex = 0; sIndex <suits.length(); sIndex++) {

**for** (**int** vIndex = 0; vIndex < 13; vIndex++) {

suit = suits.charAt(sIndex);

value = vIndex + 2;

deck.add(**new** PlayingCard(suit, value));}}

System.***out***.println(deck);

}

}