import java.util.Random; // Import the Random class to generate random numbers

public class Card { // Define the Card class

private int rank; // Private instance variables to store rank and suit

private int suit;

private static String[] ranks = { // Static arrays to represent ranks

"2", "3", "4", "5", "6", "7", "8", "9", "10",

"Jack", "Queen", "King", "Ace"

};

private static String[] suits = { // Static arrays to represent suits

"Clubs", "Diamonds", "Hearts", "Spades"

};

public Card() { // Constructor to randomly assign a rank and suit to a card

Random random = new Random();

this.rank = random.nextInt(Card.ranks.length);

this.suit = random.nextInt(Card.suits.length);

}

public Card(int rank, int suit) { // Overloaded constructor - specific rank and suit

this.rank = rank;

this.suit = suit;

}

public String getRank() { // Return the rank as a string

return Card.ranks[this.rank];

}

public String getSuit() { // Return the suit as a string

return Card.suits[this.suit];

}

public boolean isBiggerThan(Card anotherCard) { // Compare two cards

return this.rank > anotherCard.rank;

}

public String toString() { // toString method for easy printing of the card

return getRank() + " of " + getSuit();

}

}

public class CardTest {

public static void main(String[] args) {

// Create two random Card objects

Card card1 = new Card();

Card card2 = new Card();

// Print sorted output

System.out.println("\nCards in descending order (by rank):");

if (card1.isBiggerThan(card2)) {

System.out.println(card1);

System.out.println(card2);

} else {

System.out.println(card2);

System.out.println(card1);

}

}

}