**David Hatcher** COP3331 3/4/2020 **Tempestt Neal** Lab 6 Answers 2. B 3. D 4. D 5. C 6. A 7. A 10. Deck Card -suits : vector<string> -ranks : vector<string> -cards : vector<Card> -rank : string -suit : string +Deck()
+shuffledeck(): void
+createDeck(): void
+getCard(): Card
+getCount(): Int
-create\_random(i: int): int +setRank(rank : string) : void +setSuit(suit : string) : void +getRank() : string +getSuit() : string +getCardName() : string