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**CS 221**

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**Card ADT**

* Suit – suit of the card (Hearts, Spades, Clubs, Diamonds)
* Value – value of the card (A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K)
* Visible – visibility of the card (true, false)

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Card constructor

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+ Card(suit, value, visible)

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Method to get suit of the card

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+ getSuit()

/\*\*

Method to get value of the card

/\*

+ getValue()

/\*\*

Method to show the card, make visibility

/\*

+ show()

/\*\*

Method to hide the card, make it not visible

/\*

+ hide()

/\*\*

Method to get the name of the suit

/\*

+ getSuitName()

/\*\*

Method to get name of the value for the card

/\*

+ getValueName()

/\*\*

Method toString to get representation of the whole card

/\*

+ toString()

**DeckADT**

* Card – card instance to store within the deck

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Constructor for the deck

/\*

+ Deck()

/\*\*

Method to shuffle the deck

/\*

+ shuffle()

/\*\*

Method to deal cards

/\*

+ deal()

/\*\*

Method to get the cards printed out for reference

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+ getDeckCards()