public class Card {

String cColor;

int cNumber;

String pathName;

String cName;

// contructor that starts the formation of the card path

// the methods of this class allow the main class to obtain certain properties of a

// single card.

public Card(String cName)

{

pathName = "resources/" + cName + ".png";

this.cName = cName;

parseCardName(cName);

}

public void parseCardName(String cName)

{

cColor = cName.substring(0,1); // creates the color of a card

cNumber = Integer.parseInt(cName.substring(1)); // creates the value of a card

}

public int getCardNumber() // sends the card value when called

{

return cNumber;

}

public String getCardColor() // sends the card color when called

{

return cColor;

}

public String getCardPath() // sends card path when called/ loaction in resources

{

return pathName;

}

public String getCardName(){

return cName;

}

}

for(int i = 1;i<14;i++)

{

deck.add(new Card("C"+Integer.toString(i+1)));

deck.add(new Card("S"+Integer.toString(i+1)));

deck.add(new Card("H"+Integer.toString(i+1)));

deck.add(new Card("D"+Integer.toString(i+1)));

}

List<Card> deck = new ArrayList<>();