

Creating a Class

For this in class lab you will be creating a class called `PlayingCard.java`. Your class should capture all relevant information a playing card has. Here are the minimum requirements:

An electronic Playing Card is:

- A Suit - Hearts, Clubs, Diamonds, Spades (Use an int)
 - Use 1 for Hearts, 2 for Clubs, 3 for Diamonds, and 4 for Spades
- A Value - Ace, 2 through 10, Jack, Queen, King (Use an int)
 - Use the value 1 for Ace, 2 .. 10 for 2 .. 10, and 11, 12, 13 for Jack, Queen, King
- An orientation (Use a boolean)
 - Face up or Face down

An electronic Playing Card can be constructed with the following information

- A Suit, Value and Spacial Orientation
- A Suit and Value - Your code sets the orientation
- No Information - Your code sets the Suit, Value, and orientation

An electronic Playing Card can tell you

- Its suit
- Its value
- If it is face up or face down

An electronic Playing Card can

- Change value
- Change suit
- Change orientation

Testing

I have created a testing file for your use. The method names may not be the same method names that you would like to use so feel free to change my method names