Exercise 9: Look at the Cards

Getting Started- Clone your repository

1. Accept the assignment to create your repository for submitting your work: https://classroom.github.com/a/0HSiYzEl

2. In GitHub Desktop, clone the repository to your desktop.

3. Open the repository folder in Windows File Explorer.

    a. Double-click the index file in the Help folder and click the Exercise9 link in the pane on the left ; this is the documentation for the classes I provided to you in the Exercise9 starter code.

4. Open the Exercise9 solution in Visual Studio.

Problem 1- Create a deck and tell it to print itself

5. Declare a **`deck`** variable and use the **`Deck`** constructor to put a new **`Deck`** object into the **`deck`** variable.

6. Tell the **`deck`** to print itself. Use the help documentation I provided to figure out which method to use.

7. In GitHub Desktop, commit your changes with the message: “Completed problem 1”.

Problem 2- Tell the deck to shuffle and print itself

8. In Visual Studio, tell the **`deck`** to shuffle itself and print itself. Use the help documentation I provided to figure out which methods to use.

9. In GitHub Desktop, commit your changes with the message: “Completed problem 2”.

Problem 3- Take two cards from the deck and print their ranks and suits

10. Take a card from the top of the deck and print its rank and suit. Use the help documentation I provided to figure out which **`Deck`** method to use to get the top card and which **`Card`** properties to use to print the rank and suit.

11. Take another card from the top of the deck and print its rank and suit.

    a. Hint 1: The **`Card`** class doesn't expose a **`Print`** method, so you have to access a card's properties to print the required information.

    b. Hint 2: You haven't called a method that returns a value yet. Here's a good way to do that for this exercise: **`Card card0 = deck.TakeTopCard();`**

    c. The **`Deck TakeTopCard`** method returns a **`Card`** object. You need to save that object in a variable so you can access its properties.

12. In GitHub Desktop, commit your changes with the message: “Completed problem 3”.

13. Test your program and fix any problems.

Submit Your Work

14. Make a final test of your code and copy the output from the terminal window.

15. If you needed to make any additional changes to your code, make sure you commit and push them to GitHub.

    a. By committing and pushing your updates to GitHub you have submitted your assignment on GitHub Classroom.

16. Return to CodeHS. Paste your output into the code window to complete the assignment.