
Module
Classes and Objects

Lesson
Classes and Objects

Lecture
Using a Class: Constructor

Last time we learned the conceptual ideas behind classes and objects

This time, we'll start using classes and objects in a C# program

The first thing we need to know is how to instantiate an object so we can interact with that object

Deck Class

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The Deck type exposes the following members.

Constructors

	Name	Description
🔗	Deck	Constructor

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Properties

	Name	Description
📁	Empty	Gets whether the deck is empty

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Methods

	Name	Description
🔗	Cut	Cuts the deck of cards at the given location
🔗	Print	Prints the contents of the deck
🔗	Shuffle	Shuffles the deck Reference: http://download.oracle.com/javase/1.5.0/docs/api/java/util/Collections.html#shuffle%28java.util.List%29
🔗	TakeTopCard	Takes the top card from the deck. If the deck is empty, returns null

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See Also

Reference
[ProgrammingAssignment2 Namespace](#)

Deck Constructor

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Programming Assignment 2 Documentation

Programming Assignment 2 Documentation

ProgrammingAssignment2

Deck Class

Deck Constructor

Deck Properties

Deck Methods

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Deck Constructor

Constructor

Namespace: [ProgrammingAssignment2](#)

Assembly: ProgrammingAssignment2 (in ProgrammingAssignment2.exe) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#VB C++F#

public Deck()

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See Also

Reference

[Deck Class](#)

[ProgrammingAssignment2 Namespace](#)

- Recap
 - Learned how to instantiate objects using a constructor