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Module  
Classes and Objects

Lesson  
Classes and Objects

Lecture  
Using a Class: Properties

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Last time we learned how to instantiate an object so we can interact with that object

This time, we'll start actually interacting with that object by accessing its state through a property

Deck Class

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The Deck type exposes the following members.

▲ Constructors

	Name	Description
🔗	<a href="#">Deck</a>	Constructor

[Top](#)

▲ Properties

	Name	Description
📁	<a href="#">Empty</a>	Gets whether the deck is empty

[Top](#)

▲ Methods

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

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▲ See Also

Reference

[ProgrammingAssignment2 Namespace](#)

Deck.Empty Property

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Programming Assignment 2 Documentation

▶ Programming Assignment 2 Documentation

▶ ProgrammingAssignment2

▶ Deck Class

◀ Deck Properties

**Empty Property**

?

Deck.Empty Property

Gets whether the deck is empty

**Namespace:** [ProgrammingAssignment2](#)

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

▲ Syntax

C# VB C++ F#

public bool Empty { get; }

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Property Value

Type: [Boolean](#)

▲ See Also

Reference

[Deck Class](#)

[ProgrammingAssignment2 Namespace](#)

Gets whether the deck is empty

**Namespace:** ProgrammingAssignment2

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

C#	VB	C++	F#
<code>public bool Empty { get; }</code>			

Property Value  
Type: **Boolean**

Reference  
Deck Class  
ProgrammingAssignment2 Namespace

Deck.Empty Property

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◀ Deck Properties

Empty Property

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Gets whether the deck is empty

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▲ Syntax

C# VB C++ F#

public bool Empty { get; }

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Property Value

Type: [Boolean](#)

▲ See Also

Reference

[Deck Class](#)

[ProgrammingAssignment2 Namespace](#)

- Recap
  - Learned how to access a property