
Module
Classes and Objects

Lesson
Classes and Objects

Lecture
Using a Class: Methods

In the previous two lectures, we learned how to use a constructor to instantiate objects of a class and how to access a property to get state information about an object

This time, we'll use methods to access object behavior

Deck Class

file:///C:/Users/Albert/Dropbox/Coursera/Beg C%23 Prog Part 1/Module 2 Classes and Objects/Lesson 1 Classes and Objects/Help/html/98d5

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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.Shuffle Method

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▾ Deck Methods

Cut Method

Print Method

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Deck.Shuffle Method

Shuffles the deck Reference: <http://download.oracle.com/javase/1.5.0/docs/api/java/util/Collections.html#shuffle%28java.util.List%29>

Namespace: [ProgrammingAssignment2](#)

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

▴ Syntax

C# VB C++ F#

public void Shuffle()

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▴ See Also

Reference

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Deck.Shuffle Method

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 - Print Method
 - Shuffle Method
 - TakeTopCard Method

Deck.Cut Method

Cuts the deck of cards at the given location

Namespace: [ProgrammingAssignment2](#)

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

Syntax

```
C# VB C++ F#
public void Cut(
    int location
)
```

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Parameters

location

Type: [System.Int32](#)

the location at which to cut the deck

See Also

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Deck.Cut Method

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Deck.Cut Method

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Namespace: [ProgrammingAssignment2](#)

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

Syntax

C# VB C++ F#

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public void Cut(  
    int Location  
)
```

Copy

Parameters

location

Type: [System.Int32](#)

the location at which to cut the deck

See Also

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Deck Class

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 - TakeTopCard Method**

? Deck.TakeTopCard Method

Takes the top card from the deck. If the deck is empty, returns null

Namespace: [ProgrammingAssignment2](#)

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

▲ Syntax

C# VB C++ F#
`public Card TakeTopCard()`

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Return Value

Type: [Card](#)

the top card

▲ See Also

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public Card TakeTopCard()
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Return Value

Type: [Card](#)

the top card

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- Recap
 - Learned how to call various methods (using the documentation to call them correctly)