```
//Card.java
public class Card{
  private int value;
  private String suit;
  public Card(int value, String suit){
   this.value = value;
   this.suit = suit;
 public int getValue(){
   return value;
 public String getSuit(){
   return suit;
  public void setSuit(String suit){
   this.suit = suit;
  public void setalue(int value){
   this.value = value;
  public String toString(){
    return value + " of " + suit;
```

```
import java.util.*;

public class Deck {
    private ArrayList<Card> cards;

public Deck() {
        this.cards = new ArrayList<Card>();

        String[] values = {"A", "2", "3", "4", "5", "6", "7", "8", "9", "10",

"J", "Q", "K"};

        String[] suits = {"Hearts", "Diamonds", "Clubs", "Spades"};

        for (int i = 0; i < suits.length; i++) {
            for (int j = 0; j < values.length; j++) {
                this.cards.add(new Card(j + 1, suits[i]));
            }
        }
        Collections.shuffle(this.cards);</pre>
```

```
public ArrayList<Card> getDeck() {
    return cards;
}

public Card getCard() {
    return cards.get(0);
}
```

```
//Main.java
public class Main {
    public static void main(String[] args) {
        Deck deck = new Deck();
        System.out.println(deck.getDeck());
        System.out.println(deck.getCard());
    }
}
```

Output:

[12 of clubs, 5 of Clubs, 7 of Hearts, 3 of Diamonds, 10 of Spades, 7 of Spades, 13 of Hearts, 2 of Spades, 4 of Clubs, 8 of Clubs, 7 of Clubs, 8 of Diamonds, 9 of Hearts, 1 of Diamonds, 5 of Hearts, 1 of Spades, 1 of Hearts, 2 of Hearts, 3 of Spades, 2 of Clubs, 8 of Hearts, 9 of Spades, 13 of Spades, 2 of Diamonds, 13 of Diamonds, 8 of Spades, 4 of Hearts, 12 of Hearts, 11 of Diamonds, 1 of Hearts, 13 of Clubs, 10 of Hearts, 6 of Spades, 9 of Diamonds, 5 of Diamonds, 10 o

Github link: Imrajas-samse/Pij lab: USED TO STORE MY ASSIGNMENTS OF JAVA PRGRAMMING (github.com)