```javascript
// construction of the deck such as the name, number is listed as. We also
push the nak and suit to display witht he new cards
// everytime we make a game the structure goes like this
//make the players, make the enviroment by stating the constructors and then
add the actions what will the player do,what weapons will he have
//if theirs no weapons what do the characters do

import card from './Week 6 Classic Card.js'

export default class Deck {
    cards = []
    suits = ['clubs', 'diamonds', 'hearts','spades']
    ranks = ['2','3','4','5','6','7','8','10','J','Q','K','A']
    constuctor() {
        for (const suit of this.suits) {
            for (const rank of this.ranks) {
                this.cards.push(new Cards(suit,rank))
            }
        }
    }
    //if the const card is this.cards it will console.log "card" to display to
check through the cards.
    checkCards() {
        for (const card of this.cards) {
            console.log(card)
        }
        return this.cards.length
    }

    //we want the cards to loop through and give us a random number to do that
we'll loop through

    shuffleCards() {
        for (i < 0; i < this.cards.length; i++)
          const randomIndex = Math.floor(Math.random() * 52)
          const tempCard = this.cards[i]
          this.cards[1] = this.cards[randomIndex]
          this.cards[randomIndex] = tempCard
        }
    }

    dealCard(){
       return this.cards.pop();
    }
}



//const newDeck = new Deck();
//newDeck.shuffleCards();
//console.log(`card dealt is: `,newDeck.dealCard())

//console.log(newDeck.checkCards())


```