April 8, 2024

Task 4

Invoking **Math.random()** returns a (pseudo)random number of type **double** from the half-open interval $[0, 1)$. Use this generator to draw cards from a standard deck. First, draw an integer from the interval $[1, 4]$ (corresponding to suit: clubs, diamonds, hearts, spades) and then another number from the interval $[2, 14]$ (deuce, trey, four, five, ... , ten, Jack, Queen, King, Ace). Using the **switch** **expression**, define strings describing cards and display five such random cards on the console. For example, the following program

download *Cards.java*

```
public class Cards {
    public static void main(String[] args) {
        for (int i = 0; i < 5; ++i) {
            /*
             * Define two integers using only Math.random():
             *   col is a random integer from range [1,  4]
             *   rnk is a random integer from range [2, 14]
             */

            String color = switch(col) {
                // ...
            };

            String rank = switch(rnk) {
                // ...
            };

            System.out.println(rank + " of " + color);
        }
    }
}
```

could print

```
Five of Spades
Queen of Clubs
Seven of Diamonds
Deuce of Hearts
Eight of Hearts
```

Deadline: Apr 19 (inclusive)

Put yout Java file(s), and only Java files, in a directory the name of which is your surname (without Polish or any other non-ASCII characters). Names of Java files are arbitrary, although of course they should correspond to names of classes you created. Zip the whole directory ("from above" — not *just the files inside it). Then drop the zip file created in this way into folder "Tasks / Task_XX" of the GAKKO system (where 'XX' is the task number).*