Complete a program to the following specification:

1. Create a new project folder for your Random Card Generator
2. In the project root, create a file called ‘app.js’
3. Determine a method of launching this application and running command line commands
   1. Google “using command prompt to launch nodejs applications”
   2. If on your school laptop, your command prompt will be disabled. Google “using batch files in windows”.
4. Initialize a node project in the project root
   1. Google “initializing a nodejs project”
5. In your ‘app.js’, accomplish the following:
   1. Generate an integer from 1 to 13 and store it to a variable
      1. If the integer was 11, change it to the string ‘J’
      2. If the integer was 12, change it to the string ‘Q’
      3. If the integer was 13, change it to the string ‘K’
   2. Generate a second number from 0 to 3 and store it to a variable
      1. If the integer was 0, change it to the string ‘Spades’
      2. If the integer was 1, change it to the string ‘Clubs’
      3. If the integer was 2, change it to the string ‘Hearts’
      4. If the integer was 3, change it to the string ‘Diamonds’
   3. Display the face and suit of the “card” by printing both variables to the log
6. Have the instructor check your work and sign below.
7. Add one additional feature to your program of your choice (for example, have it draw ten cards at random and display them all)
8. Have the instructor check your work and sign below.
9. Fill out the box at the bottom.

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| Signature for Step 6: | Signature for Step 8: |
| Look at your Task List. What Task List Item numbers did you use to complete this project, and why do you believe that? | |