```
* Card.java
 3
     * Card represents a playing card.
 4
 5
     * /
 6
     public class Card {
7
8
         /* * * * * TO BE IMPLEMENTED IN ACTIVITY 1 * * * * /
9
         /**
10
         * String variable that holds the suit of the card
11
          * /
12
         private String suit;
13
         /**
14
          * String variable that holds the rank of the card
15
16
         private String rank;
         /**
17
18
         * int variable that holds the point value.
19
20
         private int pValue;
21
22
         /**
23
         * Creates a new Card instance.
24
25
          * @param cardRank a String value
26
                             containing the rank of the card
27
          * @param cardSuit a String value
28
                              containing the suit of the card
29
          * @param cardPointValue an int value
30
                              containing the point value of the card
          * /
31
32
         public Card(String cardRank, String cardSuit, int cardPointValue) {
            /* *** TO BE IMPLEMENTED IN ACTIVITY 1 *** */
33
34
             rank = cardRank;
35
             suit = cardSuit;
36
             pValue = cardPointValue;
37
         }
38
         /**
39
40
          * Accesses this Card's suit.
         * @return this Card's suit.
41
42
43
         public String getSuit() {
             /* *** TO BE IMPLEMENTED IN ACTIVITY 1 *** */
44
45
             return suit;
46
         }
47
48
         /**
49
          * Accesses this Card's rank.
50
          * @return this Card's rank.
51
          * /
52
         public String getRank() {
             /* *** TO BE IMPLEMENTED IN ACTIVITY 1 *** */
53
54
             return rank;
55
         }
56
         /**
57
58
          * Accesses this Card's point value.
59
          * @return this Card's point value.
60
         * /
61
         public int getPointValue() {
62
            ·/*·*** TO BE IMPLEMENTED IN ACTIVITY 1 ·*** ·*/
63
             return pValue;
64
         }
65
66
         /** Compare this card with the argument.
```

```
* @param otherCard the other card to compare to this
68
          * @return true if the rank, suit, and point value of this card
69
                       are equal to those of the argument;
70
                   false otherwise.
71
         * /
72
         public boolean matches(Card otherCard) {
73
            -/* - * * * TO BE IMPLEMENTED IN ACTIVITY 1 - * * * - */
74
             if( toString().equals( otherCard.toString() ) )
75
                 return true;
76
                 return false;
77
         }
78
         /**
79
80
          * Converts the rank, suit, and point value into a string in the format
                "[Rank] of [Suit] (point value = [PointValue])".
81
82
          * This provides a useful way of printing the contents
83
          * of a Deck in an easily readable format or performing
84
         * other similar functions.
85
86
          * @return a String containing the rank, suit,
87
                    and point value of the card.
88
         * /
89
         @Override
90
         public String toString() {
91
             /* *** TO BE IMPLEMENTED IN ACTIVITY 1 *** */
92
             return rank + " of " + suit + "(point value = " + pValue + ")";
93
94
     }//end of Card class
95
```