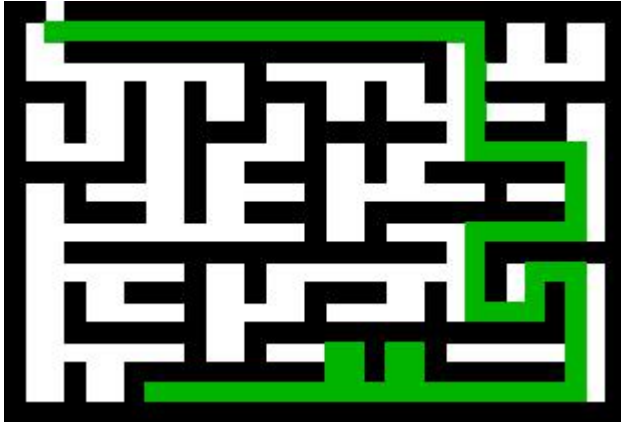


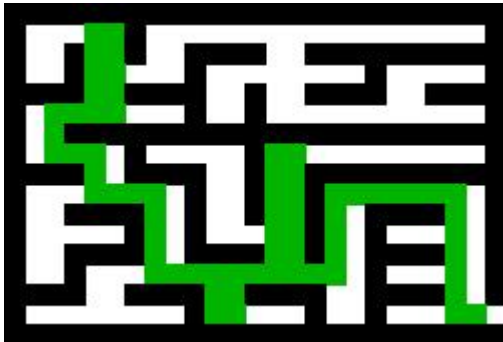
# HW Module 3 Assignment

## Assignment - Recursion:

maze\_large.txt



maze\_medium.txt



## Assignment - Card Deck Simulation

### Part 1 - Deck of Cards

```
[<__main__.Card object at 0x108a31c4]
```

```
TestResults(failed=0, attempted=6)
```

### Part 2 - Card Shuffler

#### Part 2a: Perfect Shuffle

```
[<__main__.Card object at 0x112053b50>, <__main__.
```

---

```
TestResults(failed=0, attempted=6)
```

**Part 2b: Shuffler to rearrange the cards**

```
cards 0 : hearts jack 10
cards 1 : diamonds 5 5
cards 2 : hearts 7 7
cards 3 : diamonds 4 4
cards 4 : spades jack 10
cards 5 : clubs 10 10
cards 6 : hearts queen 10
cards 7 : clubs 2 2
cards 8 : hearts 10 10
cards 9 : diamonds ace 1
cards 10 : diamonds king 10
cards 11 : hearts 8 8
cards 12 : hearts 6 6
cards 13 : clubs ace 1
cards 14 : spades 9 9
cards 15 : hearts 4 4
cards 16 : diamonds 3 3
cards 17 : spades 7 7
cards 18 : clubs 6 6
cards 19 : diamonds 8 8
cards 20 : clubs 9 9
cards 21 : clubs king 10
```

```
cards 21 : clubs king 10  
cards 22 : hearts ace 1  
cards 23 : diamonds jack 10  
cards 24 : clubs 4 4  
...  
cards 48 : spades ace 1  
cards 49 : clubs 5 5  
cards 50 : diamonds 6 6  
cards 51 : diamonds 2 2
```