Lab Goal :   This lab was designed to teach you more object oriented programming and how to write a larger game.

Lab Description :   Write a Deck class that uses the Card class. Show that Deck works as intended by instantiating a deck of cards in `DeckTestOne.java` and `DeckTwoTwo.java`. Display all of the cards in order and shuffled on the console window and graphics window.

```java
public class Deck
{
   public static final int NUMFACES = 13;
   public static final int NUMSUITS = 4;
   public static final int NUMCARDS = 52;
   public static final String SUITS[] = {"CLUBS","SPADES","DIAMONDS","HEARTS"};

   private int topCardIndex;
   private ArrayList<Card> stackOfCards;

   public Deck ()
   {
       //initialize the data


       //populate stackOfCards with new cards

   }


   public void shuffle(){

   }


   //get methods


   public Card nextCard()
   {
      return stackOfCards.get(topCardIndex--);
   }

   public String toString()
   {
       return stackOfCards + "   topCardIndex = " + topCardIndex;
   }
}
```
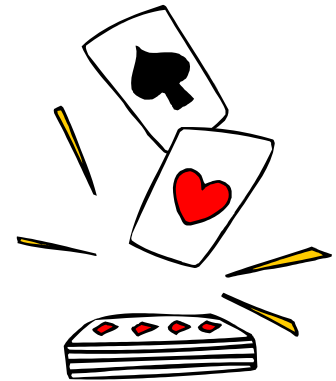
Files Needed ::
Card.java
BlackJackCard.java
Deck.java
DeckTestOne.java
DeckTestTwo.java
Tester.java

Sample Output (DeckTestOne.java)
```
lots of cards

num cards left in the deck == 0


shuffling
num cards left in the deck == 52


lots of cards again
```