

## Programming Exercises – Structs

1. Create a simple deck of cards using a dynamic array of “card” structures. Try inputting the cards from a file, outputting them, and shuffling them.
2. If you’d like to continue working on the simple maze game project, try defining your player and any other relevant concepts as their own datatypes.
3. Create a simple cataloguing system for “student” datatypes. You should be able to add a student with their relevant data, print them, sort them, and remove them. Include as many data members in your student type as you wish, but at least use an “ID” and a “name” data member.