Programming Exercises – Classes Con't

We'll be starting a project after the break (and after reviewing), so making sure you know how to set up basic classes will be essential.

All your data in these classes should be <u>private</u>! Member functions should mostly be <u>public</u>.

1. Hint, hint: create a "card" class, representing a playing card. Implement all three types of constructors, functions to input the card, set data members, retrieve data members, and print the card. Use constant parameters and member functions as needed.

2. Create a deck class that is a friend of the card class, containing a dynamically allocated array of cards. Make the card constructors private, so only the deck class can create cards. The deck should have at least a default and copy constructor, contain member functions to input the deck, output the deck, shuffle the deck, and deal cards from the deck.

If you haven't guessed it, your project will be to make a simple (or complicated, whatever suits you) card game.