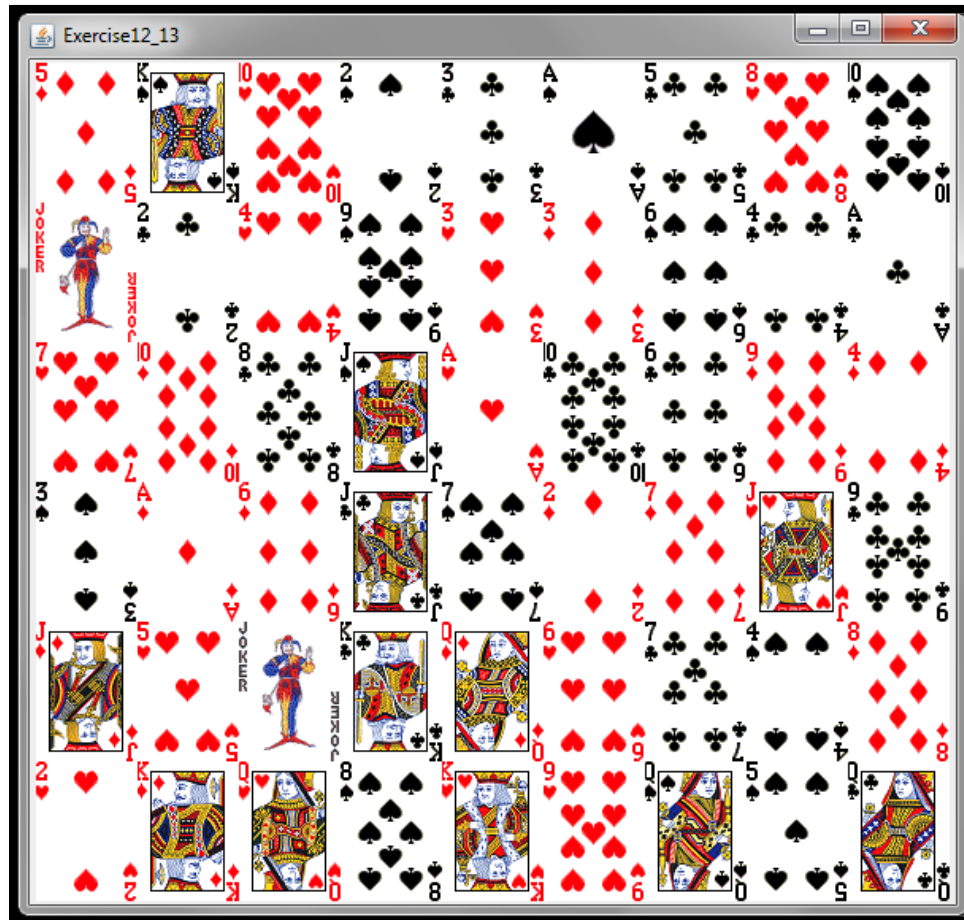# CIT 249: Java II
Chapter 12
Programming Assignment 2

Complete #13 on page 478. When this program is run it will display as:

Cards are displayed in random order. Each time the program is run it will display a different result.

There are 54 cards to display. The regular 52 cards and 2 jokers.

- Create an array of integers that holds 54 integers.
- Use a for loop to set the value of each element in the array to equal 1 higher than its index number. For example if the index number is 0 set its value to be 1.
- Use a shuffle() method to shuffle the cards as we did in lab 3.
- Set the frame's layout to GridLayout with 6 rows and 9 columns.

- Using a for loop add a new Label with an ImageIcon of each card.
- As in lab 3 the shuffle method is used to randomly generate a new integer.
- In the main method you must:
    - set the title
    - set the default close operation
    - center the frame
    - set its size to an appropriate size.