Create a class named card in a file named card.h.

Within the class, you should have the following:

Namespace

* A namespace named cards that defines the cardSuit and cardValue enumerated variables

Private properties:

* A variable of type cardSuit
* A variable of type cardValue

Public methods:

* A constructor that takes a cardSuit and a cardValue as arguments
* setCardValue
  + accepts an argument of type cardValue and assigns the value to the private variable cardValue
* setCardSuit
  + accepts an argument of type cardSuit and assigns the value to the private variable cardSuit
* drawCard
  + will draw the card on the terminal as detailed in Assignment 3

To turn in:

* card.h

I will use the code in Assignment4.cpp to test your code.