Shuffle() – Utterly perfect shuffle. Any card can end up anywhere.

PerfectCut() – Perfectly splits the deck into two equally sized parts and puts the top stack of cards at the bottom of the bottom stack of cards.

Cut() – Selects a random point that is likely going to be somewhere close to the middle of the deck and cuts it there. It then moves the top stack of cards to the bottom of the bottom stack of cards.

PerfectRiffle(bool preserveEnds) – If preserveEnds is true, the top most card and the bottom most card will maintain their positions. If false, they will be moved to the second from the top and bottom respectively. This riffle alternates between the two perfectly split halves of the deck with no randomness.

Riffle(bool perfectCut) – If perfectCut is set to true, the deck is perfectly split down the middle and then riffled. If false, the deck will most likely be split somewhere near the middle. Once the deck is split, it will randomly choose one of the two halves, take a card from one, and insert it into the deck. It will do this until both are empty.

Strip() – Strip shuffle. No arguments needed. Should be done with full deck. On average, each chunk size is 17 cards. Although it is possible to have a chunk size of 11 or 25, it is incredibly unlikely. This should separate the deck into 3 chunks of cards (although it may create 4). Suppose these chunks are defined as A, B, and C where A is on top. The result of this shuffle produces C B A where C is on top.