Pre-Interview Code Sample

Many details for the following assignments have been left intentionally vague. Follow the principle of least surprise in making reasonable decisions regarding the implementation. While this is a trivial assignment, pretend that this is production code. Take whatever measures you feel are required for your code to meet this bar. We are not concerned with how quickly you complete this assignment. Take your time and "do it right."

Post your completed assignment on GitHub.

Deck of Cards

52 cards with:

- 4 suits: **hearts**, **spades**, **clubs**, **diamonds**
- Face values of: **Ace**, **2-10**, **Jack**, **Queen**, and **King**).

Within one of your classes, you must provide two operations:

`shuffle()` - shuffle returns no value, but results in the cards in the deck being randomly permuted

`dealOneCard()` - returns one card from the deck to the caller. Specifically, a call to `shuffle()` followed by 52 calls to `dealOneCard()` should result in the caller being provided all 52 cards of the deck in a random order. If the caller then makes a 53rd call `dealOneCard(),` no card is dealt.

Requirements for Deck of Cards assignments

1. You may use either Java, Kotlin, Swift, or C# as your language of choice.
2. If using Java/Kotlin, use the Gradle build system.