Create class and required attributes, methods and enums in head

Create stub file and assign methods using attributes and things to be passed in

Create parallel array to enums for display

Card::card

Use SetRank and SetSuit

Card::display

Use parallel array and GetRank/GetSuit to output the rank and suit of the card correctly

Card::SetRank/SetSuit

m\_rank/m\_suit = rank/suit

Card::GetRank/GetSuit

Return m\_rank/m\_suit

Deck::Deck

Set the array of m\_deck using for loops

Deck::Shuffle

Run through m\_deck a couple of times randomizing it

Deck::Deal

Go through m\_deck sequentially returning it card by card

Create main .cpp file

Initialize includes

Initalize Class variables

Ask user for how many times it should deal cards

Deal(and output) as many cards as the user asked

doing something for asking over 52(error message, loop through, shuffle)