Programming 1 Project.

Important information:

1. You are required to have a working solution of Project part 1 before starting this project.
2. This project will be divided into 3 parts. There won't be any submission link for Part 1 and 2 of this project, submission will be in class. You will run your code in class and walk me through how you came about it.
3. Absence from any class without showing me a complete solution of any project part that has been assigned, and without any notification will result in an automatic grade of 0 for that part.
4. Part 1 and Part 2 of this project are individual work. Part 3 is group work. Only students with a working solution of part 1 and part 2 will be allowed to participate in part 3. Hence a 0 in part 1 or part 2 will be an automatic 0 for the entire project.

Project Part 2:

In continuation from Part 1, edit the following classes:

Deck.java

If you haven't already done so, ensure to set `numCards` to 54 in the default constructor that creates a deck with 54 cards.

Add another `dealCard()` method to your Deck class (Yes it will be called dealCard like the previous method already there), however, this `dealCard` method won't take any parameters, it will have a return type of Card , and will return a Card from the deck at the `numCards` position(a way to simulate dealing from top of the deck), and then decrement `numCards`. You need to first check if there are cards in the deck before dealing, otherwise display a message that says "empty deck".

In your `printDeck()` method, if `numCards` is 0, print "empty deck".

Driver class

In continuation with the driver class from part 1, after getting the 2 players names, creating the players, splitting the deck between them and printing their decks, deal all

of player1's cards to player2, print both decks again. Then deal all of player2's cards to player1 and print both decks one more time.

Note that you must use the `dealCard()` method that takes no parameters to do the transfer of cards between players.