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## Class Deck

java.lang.Object  
Deck

---

```
public class Deck
extends java.lang.Object
```

The Deck class is an all-purpose class to be used as a deck of 52 cards. This class can construct a standard deck of playing cards, shuffle its deck, and deal a card from its deck.

Since:

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### Constructor Summary

#### Constructors

##### Constructor and Description

###### [Deck\(\)](#)

Default constructor initializes ArrayList representing a standard deck of 52 cards.

### Method Summary

#### All Methods    Instance Methods    Concrete Methods

##### Modifier and Type

##### Method and Description

Card

[dealCard\(\)](#)

Deals the first card from the deck of 52 cards and removes it from the deck.

void

[makeDeck\(\)](#)

Constructs a deck of 52 cards with 4 suits using a nested for loop.

void

[Shuffle\(\)](#)

Shuffles the deck of 52 cards.

#### Methods inherited from class java.lang.Object

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

## Constructor Detail

### Deck

```
public Deck()
```

Default constructor initializes ArrayList representing a standard deck of 52 cards.

## Method Detail

### makeDeck

```
public void makeDeck()
```

Constructs a deck of 52 cards with 4 suits using a nested for loop. The inner loop is used to create 13 cards, while the outer loop is used to create 4 suits.

### Shuffle

```
public void Shuffle()
```

Shuffles the deck of 52 cards.

### dealCard

```
public Card dealCard()
```

Deals the first card from the deck of 52 cards and removes it from the deck.

**Returns:**

the card at the top of the deck.

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