## 扑克牌：实现洗牌，看牌功能

**cardPlay类**

package work2;
  
   
import java.util.Scanner;
  
   
public class main {
  
 public static void main(String[] args) {
  
 Scanner scanner = new Scanner(System.in);
  
 cardPlay cards = new cardPlay();
  
 cards.createCards();
  
   
 System.out.println("扑克牌的初始顺序为：");
  
 cards.printer();
  
   
 while(true) {
  
 System.out.println("请选择接下来的操作: (洗牌/查看牌/退出)");
  
 String userOpea = scanner.nextLine();
  
 if(userOpea.equals("洗牌")){
  
 cards.reorderCards();
  
 cards.printer();
  
 }else if(userOpea.equals("查看牌")){
  
 cards.printer();
  
 }else if(userOpea.equals("退出")){
  
 break;
  
 }else
  
 System.out.println("请重新输入！");
  
 }
  
 System.out.println("已退出操作");
  
 }
  
}

**main类**

package work2;
  
   
import java.util.Scanner;
  
   
public class main {
  
 public static void main(String[] args) {
  
 Scanner scanner = new Scanner(System.in);
  
 cardPlay cards = new cardPlay();
  
 cards.createCards();
  
   
 System.out.println("扑克牌的初始顺序为：");
  
 cards.printer();
  
   
 while(true) {
  
 System.out.println("请选择接下来的操作: (洗牌/查看牌/退出)");
  
 String userOpea = scanner.nextLine();
  
 if(userOpea.equals("洗牌")){
  
 cards.reorderCards();
  
 cards.printer();
  
 }else if(userOpea.equals("查看牌")){
  
 cards.printer();
  
 }else if(userOpea.equals("退出")){
  
 break;
  
 }else
  
 System.out.println("请重新输入！");
  
 }
  
 System.out.println("已退出操作");
  
 }
  
}

**运行结果**



