

Pseudo Code for deck of cards

Card must

hold rank and suit

default constructor

- get a random number for rank and suit

- set a random card

PRIMARY constructor

- take in a rank and suit

- build a card

convert rank and suit to a string describing the card

over load compare To

- make a comparison on two cards

- first test the suit and return 1 if first is card is grater

- then the second and -1 for the revers

- if they are the same suit check the rank

- if the rank is first is grater then the second same as suit

- if equal return 0

Group Of Cards must

- make a template for holding cards in a group

- track number of cards being head in a group

- way to add a card to the group

- way to remove a card from a group

- way to get the size of the group

- way to shuffle the group

- way to organize the group

- way to print out cards in a group

Deck must

- all that group does

- build a deck of 52 unique card

 - randomize order of those cards

- get top card and remove it form deck

Hand must

- all that group dose

- place a card from hand and remove it

- change the toString method for hand spasific usage

Test Case

Deck()

Call the initializes method

should make a deck with 52 card that are randomized

Hand()

Call the initializes method

Should create a hand with Owner Joe
hand.addCard(deck.dealCard)
Call addCard with another card
should add the card specified to the group specified

deck.toString()
call toString on deck
should print:
"Card Count: 52 cards in Deck
King of Hearts
nine of Hearts
King of Diamond
three of Diamond
nine of Spades
eight of Hearts
..."

hand.toString()
call toString on hand
should print:
"Joe has 26 in Hand
ace of Spades
four of Hearts
eight of Diamond
two of Hearts
..."

hand.Shuffle()
call Shuffle method
Should randomize cards

hand.orderHand()
call orderHand
should organize hand