**Object:** Deck — one generated flashcard deck on your site. It represents the user's chosen topic and options.

**Properties:** `topic` (string), `size` (number), `shuffle` (bool), `definitionsFirst` (bool), `cards` (array of {`term`, `definition`}), `pricePerCard` (number), `createdAt` (Date).

**Methods:** `estimateStudyMinutes()` (adds a small time penalty if shuffled), `getSubtotal()`, `getDiscountRate()` (10% at 20+, 15% at 30+), `getTotal()`, `addCard(card)`, `removeCard(i)`, `toggleShuffle()`, `toggleDefinitionsFirst()`, `toHTML()` (renders a compact preview). This mirrors how your pages already collect a topic, deck size, and options, and how your script computes study-time and cost; methods power what users expect to see (time, price, preview) when they interact with the generator.

Deck A: { topic:"WWII", size:10, shuffle:true, definitionsFirst:false, pricePerCard:0.25, createdAt:… }
Deck B: { topic:"Cell Parts", size:20, shuffle:false, definitionsFirst:true, pricePerCard:0.25, createdAt:… }
Methods on both: estimateStudyMinutes(), getSubtotal(), getDiscountRate(), getTotal(), addCard(), removeCard(), toggleShuffle(), toggleDefinitionsFirst(), toHTML()

## Deck

topic: "World War II"
size: 10
shuffle: true
definitionsFirst: false
pricePerCard: 0.25
createdAt: ...

## Deck

estimateStudyMinutes()
getSubtotal()
getTotal()

## Deck

getSubotal()
getDiscountRate()
getTotal()
addCard()
removeCard()
toggleShuffle()
toggleDefinitionsFirst()
toHTML()