```
//Array of Objects
//Deck of Cards
//Yashas Ravi

package Deck;

public class Card {

	private int suitVal;
	private int faceVal;
	private String suitName;
	private String faceName;

	public Card () {

	}

	public Card (String sn, String fn, int sv, int fv) {
		suitVal = sv;
		faceVal = fv;
		suitName = sn;
		faceName = fn;
	}

	public int getSuitVal () {
		return suitVal;
	}

	public int getFaceVal () {
		return faceVal;
	}

	public String getSuitName () {
		return suitName;
	}

	public String getFaceName () {
		return faceName;
	}

	public String toString () {
		return faceName + " of " + suitName;
	}
}
```

```
package Deck;

public class Deck {

	private Card [] CardDeck = {new Card ("Spade", "Ace", 4, 14),
					new Card ("Spade", "King", 4, 13),
					new Card ("Spade", "Queen", 4, 12),
					new Card ("Spade", "Jack", 4, 11),
					new Card ("Spade", "Ten", 4, 10),
					new Card ("Spade", "Nine", 4, 9),
					new Card ("Spade", "Eight", 4, 8),
					new Card ("Spade", "Seven", 4, 7),
					new Card ("Spade", "Six", 4, 6),
					new Card ("Spade", "Five", 4, 5),
					new Card ("Spade", "Four", 4, 4),
					new Card ("Spade", "Three", 4, 3),
					new Card ("Spade", "Two", 4, 2),

					new Card ("Heart", "Ace", 3, 14),
					new Card ("Heart", "King", 3, 13),
					new Card ("Heart", "Queen", 3, 12),
					new Card ("Heart", "Jack", 3, 11),
					new Card ("Heart", "Ten", 3, 10),
					new Card ("Heart", "Nine", 3, 9),
					new Card ("Heart", "Eight", 3, 8),
					new Card ("Heart", "Seven", 3, 7),
					new Card ("Heart", "Six", 3, 6),
					new Card ("Heart", "Five", 3, 5),
					new Card ("Heart", "Four", 3, 4),
					new Card ("Heart", "Three", 3, 3),
					new Card ("Heart", "Two", 3, 2),

					new Card ("Clubs", "Ace", 2, 14),
					new Card ("Clubs", "King", 2, 13),
					new Card ("Clubs", "Queen", 2, 12),
					new Card ("Clubs", "Jack", 2, 11),
					new Card ("Clubs", "Ten", 2, 10),
					new Card ("Clubs", "Nine", 2, 9),
					new Card ("Clubs", "Eight", 2, 8),
					new Card ("Clubs", "Seven", 2, 7),
					new Card ("Clubs", "Six", 2, 6),
					new Card ("Clubs", "Five", 2, 5),
					new Card ("Clubs", "Four", 2, 4),
					new Card ("Spade", "Three", 2, 3),
```

```
                new Card ("Clubs", "Two", 2, 2),

                new Card ("Diamonds", "Ace", 1, 14),
                new Card ("Diamonds", "King", 1, 13),
                new Card ("Diamonds", "Queen", 1, 12),
                new Card ("Diamonds", "Jack", 1, 11),
                new Card ("Diamonds", "Ten", 1, 10),
                new Card ("Diamonds", "Nine", 1, 9),
                new Card ("Diamonds", "Eight", 1, 8),
                new Card ("Diamonds", "Seven", 1, 7),
                new Card ("Diamonds", "Six", 1, 6),
                new Card ("Diamonds", "Five", 1, 5),
                new Card ("Diamonds", "Four", 1, 4),
                new Card ("Diamonds", "Three", 1, 3),
                new Card ("Diamonds", "Two", 1, 2)      };

public Deck () {

}

public void shuffle () {
        for (int n = CardDeck.length-1; n > 0; n--) {
                int rand = (int) ((n+1)*Math.random());
                Card temp = CardDeck[rand];
                CardDeck[rand] = CardDeck[n];
                CardDeck [n] = temp;

        }
}

public void Deal () {
        for (int k = 0; k < CardDeck.length; k++) {
                System.out.print(CardDeck[k] + " ");
                if ((k+1) % 13 == 0) {
                        System.out.println();
                }

        }
}

public void deal (int c) {
        this.shuffle();

        for (int z = 0; z < CardDeck.length; z++) {
                if (z < c) {
```

```
                                        System.out.print(CardDeck[z] + " ");
                                        if ((z+1) % 13 == 0) {
                                               System.out.println();
                                        }

                                    }
                                }

                            }



}

package Deck;

public class DeckTester {

       public static void main(String[] args) {
              // TODO Auto-generated method stub

              Deck a = new Deck ();
              //a.Deal();
              a.shuffle();
              a.deal(8);

       }

}
```

//Console:

Two of Heart Queen of Diamonds Two of Diamonds Ten of Diamonds Eight of Spade Queen of Spade Five of Spade Ten of Spade Six of Diamonds Two of Spade Queen of Clubs Eight of Diamonds Three of Heart
Three of Diamonds Seven of Clubs Nine of Clubs Ace of Diamonds Four of Diamonds Seven of Heart Ace of Clubs Jack of Spade King of Diamonds Four of Clubs Three of Spade