**Use Case Definition**

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| **Program Name:** | **Developer:** | **Date:** |
| *PickTwoCards* | *Zachary Muerle* | *September 2, 2014* |

1. Ensure the Card class is loaded into the project (pre-compiled code users can ignore this)
2. Run the program
3. The program will randomly choose a suit and value for a playing card
4. It will use these values to create a card object
5. A dialog will open, displaying the information about the 2 cards it chose