

```
1  Public Class Card
2      'Variables
3      Private suit As Integer 'Clubs, Hearts, Diamonds, or Spades. Represented by 1 - 4
4      Private worth As Integer 'The numeric rank of the card, for comparing to others.
        Represented by 0 -13
5
6      'Constructor
7      Public Sub New(passedSuit As Integer, passedWorth As Integer)
8          suit = passedSuit
9          worth = passedWorth
10     End Sub
11
12     'Properties
13     Public Property getSuit()
14         Get
15             Return suit
16         End Get
17         Set(value)
18
19         End Set
20     End Property
21
22     Public Property getWorth()
23         Get
24             Return worth
25         End Get
26         Set(value)
27
28         End Set
29     End Property
30
31     'Functions
32     'Returns the filename of the card's image, as determined by its suit and value
33     Public Function generateImagePath() As String
34         Return "Card"&((worth * 4) + suit)
35     End Function
36
37     'Used to update the card's suit and worth
38     Public Sub changeCard(passedSuit As String, passedWorth As String)
39         suit = passedSuit
40         worth = passedWorth
41     End Sub
42 End Class
```