Deck of Cards Problem Statement

Your assignment is to code in Java a set of classes that represent a deck of poker-style playing cards. (Fifty-two playing cards in four suits: hearts, spades, clubs, diamonds, with face values of Ace, 2-10, Jack, Queen, and King.)

Within one of your classes, you must provide two operations:

`shuffle()`
Shuffle returns no value, but results in the cards in the deck being randomly permuted. Please ***do not*** use library-provided "shuffle" operations to implement this function. You may use library provided random number generators in your solution if needed.

`dealOneCard()`
This function should return one card from the deck to the caller. Specifically, a call to shuffle followed by 52 calls to `dealOneCard()` should result in the caller being provided all 52 cards of the deck in a random order. If the caller then makes a 53rd call `dealOneCard()`, no card is dealt.

Many details of this assignment have been left intentionally vague. Follow the principle of least surprise in making reasonable decisions regarding the implementation. While this is a trivial assignment, pretend that this code will become a foundational part of a new Content Analyst product. Take whatever measures you feel are required for your code to meet this bar. We are not concerned with how quickly you complete this assignment. ***Take your time*** and "do it right."