

```
import java.util.ArrayList;

import java.util.Collections;


public class Deck {


    private ArrayList<Card> theDeck;


    /**
     * Constructs the deck with 52 cards.
     */
    public Deck() {
        theDeck = new ArrayList<>();
        loadCards();
    }


    /**
     * Loads 52 cards in the deck and shuffles them.
     */
    public void loadCards() {
        for(int i = 1; i <= 13; i++) {
            theDeck.add(new Card(i));
            theDeck.add(new Card(i));
            theDeck.add(new Card(i));
            theDeck.add(new Card(i));
        }
        shuffle();
    }


    /**
```

```
* Shuffles the deck of cards
*/
public void shuffle() {
    Collections.shuffle(theDeck);
}

/**
 * Returns and removes the next card in the deck.
 */
public Card getNextCard() {
    return theDeck.remove(0);
}

/**
 * Returns the number of cards left in the deck.
 */
public int size() {
    return theDeck.size();
}
}
```