

Veri5 Java Backend Developer Assignment

Q1: CODER

1. Design a data structure that represents the generic deck of cards (52-cards, 4-suits, 13-cards/suit).

Such deck should support:

- a. Shuffling of cards present in the deck.
- b. Get one or more cards from the deck.
- c. Return one or more cards to the deck.
- d. Print the cards present in the deck.

Using the deck designed above, create a game that can be played by two or more players and a single deck. Game rules are following:

- a. Game starts with each player getting one card from the deck.
- b. Winner is decided based on the value of the card that he/she is holding. If players have same value cards, winner should be decided based on this priority :
SPADES>HEART>CLUB>DIAMONDS

Functionalities expected via Inputs:

- Add/Remove player(s) to the game.
- Shuffle the deck.
- Print all the cards present in the deck.
- Start the game.
- Print the card each player is holding.
- Find the winner of the game.
- Finish the game by returning all cards back to the deck.

Bonus Functionalities:

- Ability to switch the game from single card to two cards and decide the winning rules based on your choice. Be creative!!

Input and Output:

Input can be read from STDIN or can be coded in Driver/Main method. Output should be written in STDOUT.

Guidelines:

- Store all the data in-memory. Do not use any databases.
- Comment your code properly.
- Code should be readable, functional and complete.
- Handle all the possible edge cases. We will play with
- Code should have good object-oriented design.

Happy Coding!!

