```cpp
/**************************************************************************
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 * CLASS      : CS1C
 * SECTION    : MW 5pm
 * Assign #1  : Deck of cards
 * DUE DATE   : 22 January 2020
 **************************************************************************/
#ifndef HEADER_H_
#define HEADER_H_

//Preprocessor directives

#include<iostream>   //for input,  output
#include<iomanip>    //for output style
#include<stdlib.h>   //for srand, rand
#include<time.h> //for time

using namespace std; //using namespace standard


const int DECK_SIZE = 52;

struct Card
{
    string suit;//(spades, diamonds, hearts, clubs)
    string rank;//(Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king)

};


class Deck
{
public:
    //default constructor: assigning the 52 cards
    Deck();

    //destructor
    ~Deck();

    //initializing the deck of cards
    void Initialize();

    //shuffle the deck when the cards are assign
    void shuffle();

    //print the current deck with the current order
    void print() const;

    //compares the two decks
    bool compare() const;

    //method for stating how many perfect shuffle
    //needed to return the deck to original
    void returnToOriginal() const;

private:

    //variable Deck to the pointer of deck
```

```
60      Card deck[DECK_SIZE];
61      Card shuffled[DECK_SIZE];
62      int  shuffleCount;
63
64 };
65
66
67 void PrintHeader (string asName, // IN – assignment Name
68                    int    asNum);    // In – assignment number
69
70 #endif /* HEADER_H_ */
71
```