

Project #2
Part b

Complete the program that allows the user to play the card game *flip*:

1. Add a copy constructor and overloaded assignment operator to the **Card** class.
2. Add a copy constructor, overloaded assignment operator, and destructor to the **Deck** class
3. Add a function **Deal** to the **Deck** class that returns the top card in the deck by value. The card is also removed from the deck.
4. Add a function **Replace** to the **Deck** class that is passed a **Card** as a parameter by value. The card is placed on the bottom of the deck.
5. Add a function **Shuffle** to the **Deck** class that shuffles the cards. Use any algorithm to shuffle the cards that puts the cards in a random order. It is acceptable to move **Cards** around, and not reorder **nodes**.
6. Write a global function **PlayFlip** that plays the game by reading instructions from the keyboard and printing the results to the screen.

Exceptions should be thrown for all error conditions and all exceptions should be caught.