**ADT Card Specification:**

**typedef enum {All suits} Suit**: Assigns all the different suits into a enum type “Suit”.

Pre:None

Post:The different suits entered are assigned to the type-Suit

**typedef enum {All Ranks} Rank:** Assigns all the different ranks into a enum type “Rank”.

Pre:None

Post: The different ranks entered are assigned to the type-Rank

**card(suit,rank):**Creates the card of the specified suit and rank

Pre:The suit and rank should exist.

Post:The card is created with the specified suit and rank.

**getCardRank():**Returns the Rank of the specified Card.

Pre:The rank should exist .

Post:The Rank is returned

**getCardSuit():**Returns the Suit of the specified Card.

Pre:The suit should exist

Post:The Suit is returned

**getRankAsString(rank):**Returns the Rank of the specified Card.

Pre:The Rank should exist

Post: Rank is returned as a string type

**getSuitAsString(suit):**Returns the Suit of the specified Card.

Pre:The Suit should exist

Post: Suit is returned as a string type

**setCardRank(rank)** : Initialises the rank

Pre:Rank should exist

Post:Rank is initialized.

**setCardSuit(suit)** : Initialises the suit

Pre:Suit should exist

Post:Suit is initialized.