



Deck of Cards Take-home Exercise

Imagine your company is building a series of card games and you are responsible for building the common library that the game developers will use to build their games.

The game developers will want to be able to:

- Start with a new, full deck of cards
- Shuffle the deck
- Deal a card from the deck

Requirements for the deck:

You can assume that games will all use a Standard 52-card deck that consists of:

- 4 suits: Clubs, Diamonds, Hearts, Spades
- 13 ranks for each suit: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King

(See here for a visual:

https://en.wikipedia.org/wiki/Standard_52-card_deck#Rank_and_color)

Requirements for shuffle:

Rather than using a language's built-in shuffle method or implementing a traditional algorithm, we would like you to write your own shuffle code that mimics cards being shuffled by hand: split the deck, interleave cards from each side, repeat. (See here for more details: <https://www.howcast.com/videos/172049-how-to-shuffle-a-deck-of-cards>)

Requirements for deal:

Dealing a card should remove that card from the deck such that it can't be dealt again.

The remaining details of the implementation are up to you. Write the interface you would love to have if you were developing a card game!

Use any language you would like.

Your code should be runnable. Please write a few lines showing example usage of your library.

Please don't spend more than 1 hour on this exercise. You can return as a [gist](mailto:molly@babylist.com) to molly@babylist.com.