

```

1 package club.westcs.BlackjackCeciliaB;
2 import java.util.ArrayList;
3 import java.util.Random;
4
5 public class StrippedDeck {
6     //Attributes
7     private ArrayList<StrippedCard> deck;
8     private Random rand;
9     private String[] faceCards = {"J", "Q", "K", "A"};
10    private String[] suits = {"Spades", "Hearts", "Diamonds", "Clubs"};
11    //Constructor
12    public StrippedDeck() {
13        rand = new Random();
14        deck = new ArrayList<>();
15        makeDeck();
16    }
17
18    //Methods
19    /**
20     * makes a new deck of 52 cards
21     * The deck is in order 2-10 j-A by suit.
22     */
23    public void makeDeck() {
24        //deck.add(new Card(2, "2", "Spades"));
25        for(int i = 0; i < suits.length; i++) { // loops for every suit
26            for(int q = 2, count = 0; q < 15; q++) { //loops for every card in the suit
27                if(q < 11) {
28                    deck.add(new StrippedCard(q, (q+"") , suits[i])); //made a 2-10 of every suit
29                }
30                else if( q < 14) {
31                    deck.add(new StrippedCard(10, faceCards[count] , suits[i])); // adds j-K of every suit
32                    count++;
33                }
34                else {
35                    deck.add(new StrippedCard(1, faceCards[count] , suits[i])); // adds the aces
36                }
37            }
38        }
39    }
40
41    /**
42     * "Shuffles the deck."
43     * Removes all cards and re-makes the ArrayList of Cards
44     */
45    public void resetDeck() {
46        deck.clear(); // method to empty the ArrayList
47        makeDeck();
48    }
49
50    /**
51     * gets a random card from the deck
52     * removes that card
53     * @return a random Card
54     */
55    public StrippedCard deal() {
56        StrippedCard draw = deck.get(rand.nextInt(deck.size()));
57        deck.remove(draw);
58        return draw;
59    }
60
61 }

```