# Pick A Card

## (Currently taking 1 hour+ with tests, simplify)

You’ve been asked to write a card engine for an on-line game with the following description:

“The engine must be able to emulate shuffling a pack of cards (52 cards, no jokers) and deal the cards one at a time until all the cards are dealt”.

Your engine will be used by another part of the game being developed. The developers on that team have already defined classes for representing cards and a deck of cards.

***Installation:***

*From the repository on GitHub go to the link* [*https://github.com/chrisclarknhsnet/codingchallenges/blob/main/PickACard/externalpackages/Cards.dll*](https://github.com/chrisclarknhsnet/codingchallenges/blob/main/PickACard/externalpackages/Cards.dll) *to download the dll for these classes and add them as a reference to your Console project*

*Once referenced a deck of cards can be got by calling the static method DeckCreator.CreateDeck()*

In order to demonstrate your shuffler you’ve been asked to write a console app which will shuffle the cards, deal them, displaying each card in the console window as it does so (Jack of Hearts, 3 of Spades etc.) For the purposes of display you can take the integer card value to mean the following:

1 = Ace, 2-10 = 2-10, 11 = Jack, 12 = Queen, 13 = King