Deck of Cards

Vague, high-level problem statement, as delivered in an interview: Design/Model a Deck of cards

What that typically means: Start with a simplified standard deck of cards. Such a deck has 4 suits(Diamond, Spade, Club, Heart) and 13 cards of each suit (1 to 13). Now design a library, which can be used by a 3rd party developer, to design a simple card game.

Deliverables:

1. A class diagram, showing relationships with each other where appropriate. Classes should show state and methods. Use any convenient notation. UML is more widely known.

2. Main() method, showing how you'll initialize your system and start using it.

3. Identify the design pattern.

API:

Similar to any game e.g. Tic Tac Toe