**Review Lab 2:**

Download the source code of classes

Card

CardHand

There are other items in the folder that are optional.

**Required**

As a review lab, you are only asked to modify the **Card** class by overriding the equals method. (If both objects have the same suit and face, they are considered the same.)

Read the code of the class Card, the method called setCard. The idea is to assign the face and suit value of the card object from a given integer variable named num.

Example: If num is 37, q will be 2 and r will be 11. Therefore, suit is diamond and face is Jack.

You try:

a) If num is 56, what card is it?

b) If num is 39, what card is it?

c) If you want to create a card that is HeartQ, what possible value of num will work?

d) The card of a) is created with num being 37. Given an example of a card of different num value that equals it (according to you code above.)