Deck	
-cards: ArrayList<Card> -usedCards: ArrayList<Card>	
+Deck(deckSize: int)	Constructor
+shuffleDeck(): void	Randomly shuffles the ArrayList of Card objects.
+restack() : void	Loops through the usedCards ArrayList. Removes each Card object and adds it to the cards ArrayList.
+dealCard(index: int): Card	Removes a Card object from the cards ArrayList and returns it to the calling method.
+getCard(index: int): Card	Returns a Card object to the calling method without removing it from the cards ArrayList.
+addUsedCards(card: Card): void	Add the Card object sent as a parameter to the usedCards ArrayList.
+getCards(): Card[]	Converts the cards ArrayList to an array and returns it to the calling method.
+getUsedCards(): Card[]	Converts the usedCards ArrayList to an array and returns it to the calling method.
+toString(): String	Returns a (print ready) formatted String which has each card (face+suit) displayed in 13 columns. The columns of cards should be preceded with a line that says "Deck: " **If** the size of usedCards > 0, it displays the usedCards in 13 columns. The columns of cards should be preceded with a line that says "Used Cards: " Note that each card has a toString that returns face+suit.