

The Card Game Challenge

In the last video, I introduced you to quite a few methods on the `java.util.Collections` class, and showed you examples, using a deck of cards.

Now, it's your turn.

Think for a moment about a card game that you'd enjoy building, and one you know some of the rules for.

1. **Create a deck of cards**, either a standard deck, or a deck that's specialized to the card game you want to create.
2. **Shuffle your deck.**

The Card Game Challenge

- 3. Deal your players' hands.** Pick the number of players playing, and figure out how you'll deal the cards, one at a time to each hand, or some other way.
- 4. Evaluate your players' hands** for card combinations that are important to the game.
5. Use a combination of `java.util.Collections` and `List` methods, to achieve your results.

Poker: Five Card Draw

This game usually has four or more players.

- The dealer shuffles the deck, and asks another player to cut the deck.
- The dealer deals the cards one at a time to each player, starting with the player on the dealer's left, until each player has 5 cards.
- Each player evaluates his hand for certain card combinations, called card ranks.
- Each player can discard up to 3 cards.
- The dealer will replace discarded cards from the remaining pile, in the order they've been shuffled.
- Each player reevaluates his hand if he drew new cards, and bets on his hand.

This gives us quite a bit to work on, so let's get going.