

OOAD-Java

PRACTICE PROBLEM-1

Date : March 1st 2023

Sem-6 - 'H' - 10:45 to 12:45 PM

Write a Java program to implement a pile of cards as a stack data structure. A pile contains cards where you can place a card on the top of the pile (push) and draw a card from the top of the pile (pop). A card should be an Object with properties card suit (Club, Diamond, Spade or Heart) and a card value (A, 1, 2, 3...10, J, Q, K). You can also peek in to the pile by checking the card at the top without drawing it from the pile (display). The pile can contain a maximum of 10 cards. The pile should be an object instantiated in the main function. After that the user should be given a option to perform any of the three functions (place, draw or peek)