PlayingCard Test Documentation

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| **Test No** | **Test Data** | **Expected Output** | **Actual Output** |
| 1 | New PlayingCard 6 of Clubs.  PlayingCard card1 = new PlayingCard(  6,  PlayingCard.SUIT\_CLUBS  ); | Rank: 6  Suit: 0  Using get methods.  card1.getRank();  card1.getSuit(); | As expected |
| 2 | New PlayingCard Jack of Clubs.  PlayingCard card2 = new PlayingCard(  PlayingCard.RANK\_JACK, PlayingCard.SUIT\_CLUBS  ); | toString: PlayingCard[  rank=Jack,  suit=Clubs  ]  format: J ♣ | As expected |
| 3 | New PlayingCard Queen of Spades.  PlayingCard card3 = new PlayingCard(  PlayingCard.RANK\_QUEEN, PlayingCard.SUIT\_SPADES  ); | toString: PlayingCard[  rank=Queen,  suit=Spades  ]  format: Q ♠ | As expected |
| … | … | … | … |
| 4 | New PlayingCard 6 of Clubs.  PlayingCard card4 = new PlayingCard(  6, PlayingCard.SUIT\_CLUBS  ); | card1.equals(  card2  ); //should by // false  card1.equals(  card6  ); // should by // true  card1.equals(  card1  ); // should by // true | As expected |
| … | … | … | … |

Pack Test Documentation

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| **Test No** | **Test Data** | **Expected Output** | **Actual Output** |
| 1 | New Pack  Pack pack = new Pack(); | Ascending sorted pack by value and suit using toString(). | As expected |
| 2 | Shuffle pack.  pack.shuffle(); | Randomly sorted pack using toString(). | As expected |
| 3 | Shuffle pack again.  pack.shuffle(); | Randomly sorted pack using toString(). | As expected |