```cpp
void InitCards(tagCard* cards)
{
    for (E_SHAPE i = E_SPADE; i < E_MAX; i = (E_SHAPE)(i + 1))
    {
        for (int j = 0; j < 13; j++)
        {
            switch (i)
            {
            case E_SPADE:
                cards[i * 13 + j].szShape = (char*)"♠";
                break;
            case E_DIA:
                cards[i * 13 + j].szShape = (char*)"♦";
                break;
            case E_HEART:
                cards[i * 13 + j].szShape = (char*)"♥";
                break;
            case E_CLOVER:
                cards[i * 13 + j].szShape = (char*)"♣";
                break;
            }

            cards[i * 13 + j].nNumber = j + 1;
        }
    }
}

void Suffle(tagCard* cards)
{
    for (int i = 0; i < 1000; i++)
    {
        int nSrc = rand() % 52;
        int nDest = rand() % 52;

        tagCard stTemp = cards[nSrc];
        cards[nSrc] = cards[nDest];
        cards[nDest] = stTemp;
    }
}
```