**Workshop 2 : Card Game Part 1**

**Objective**: Create a python program to simulate a deck of cards. This deck of cards should be able to be shuffled and should include the ability to draw cards. Cards should contain both a rank and a suit while also having the ability to be type casted to strings.

**Problem 1:** Before you can build a deck of cards, you need the cards themselves! Because of this, build a Card class that stores both the rank and suit of the card as strings. Then, build a string method for the class that allows Card objects to be compatible with the str() function and the print() function.

When printed, a card object should show “RANK of SUIT”.

Please use the TestCards.py file to test your class.  
Make sure the file itself is named Deck.py and the card class is named Card.

**Problem 2:** Now that you have cards, you are now able to make a deck! Just like in real life, decks contain an ordered stack of cards. Other than just storing these cards, the deck class should also be able to shuffle the cards (Hint: use the random library) along with being able to draw cards, removing the card from the deck and returning it to the user.  
  
Also put this class named Deck into the Deck.py file.

Use the TestDeck.py file.