

```
1 package week6;
2
3 // This class represents a playing card.
4 public class Card {
5
6     // The value of the card.
7     private int value;
8
9     // The name of the card.
10    private String name;
11
12    // Constructs a new card with the specified value and name.
13    public Card(int value, String name) {
14        // Set the value of the card.
15        this.value = value;
16
17        // Set the name of the card.
18        this.name = name;
19    }
20
21    // Gets the value of the card.
22    public int getValue() {
23        // Return the value of the card.
24        return value;
25    }
26
27    // Sets the value of the card.
28    public void setValue(int value) {
29        // Set the value of the card.
30        this.value = value;
31    }
32
33    // Gets the name of the card.
34    public String getName() {
35        // Return the name of the card.
36        return name;
37    }
38
39    // Sets the name of the card.
40    public void setName(String name) {
41        // Set the name of the card.
42        this.name = name;
43    }
44
45    // Describes the card.
46    public void describe() {
47        // Print the value and name of the card.
48        System.out.println("Card value: " + value + ", Card name: " + name);
49    }
50 }
51
52 // An enum representing the suits of a playing card.
53 enum Suit {
54
55     // The spades suit.
56     SPADES,
57
```

Card.java

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```
58 // The hearts suit.  
59 HEARTS,  
60  
61 // The diamonds suit.  
62 DIAMONDS,  
63  
64 // The clubs suit.  
65 CLUBS  
66 }
```