

```
1 package week6;
2
3 import java.util.*;
4
5 // This class represents a deck of cards.
6 class Deck {
7
8     // A list of cards in the deck.
9     private List<Card> cards = new ArrayList<>();
10
11     // Constructs a new deck of cards.
12     public Deck() {
13         // Iterate over the values 2-26 and for each value, iterate over the suits and add a
14         // new card to the deck.
15         for (int i = 2; i <= 26; i++) {
16             for (Suit suit : Suit.values()) {
17                 getCards().add(new Card(i, suit.name()));
18             }
19         }
20
21         // Shuffles the deck of cards.
22         public void shuffle() {
23             // Shuffle the deck of cards using the `Collections.shuffle()` method.
24             Collections.shuffle(getCards());
25         }
26
27         // Draws a card from the deck and returns it.
28         public Card draw() {
29             // Remove the top card from the deck and return it.
30             return getCards().remove(0);
31         }
32
33         // Getter and setter for the `cards` property.
34         public List<Card> getCards() {
35             return cards;
36         }
37
38         public void setCards(List<Card> cards) {
39             this.cards = cards;
40         }
41 }
```