

Lab Goal : This lab was designed to teach you more object oriented programming and start you down the path of creating larger programs and games.

Lab Description : You need to design and create a Card class that will represent a playing card. The Card class will have a face and a suit.



```
public class Card
{
    public static final String FACES[] = {"ZERO","ACE","TWO","THREE","FOUR",
                                           "FIVE","SIX","SEVEN","EIGHT","NINE","TEN","JACK","QUEEN","KING"};

    //instance variables
        //String suit
        //int face

    //constructors

    // modifiers
        //set methods

    //accessors
        //get methods

    //toString
}
```



Files Needed ::

Card.java

CardRunner.java

(CardRunner.java)

Sample Output

SPADES

9

ACE of DIAMONDS

THREE of DIAMONDS

FOUR of CLUBS

QUEEN of SPADES

QUEEN of HEARTS