Hi all,

Thanks again for the phone interview. I have the programs for the code problem in this folder.

Files contained:

Card Class: I had previously written this for an assigned project in class, the project was similar to war. Class sets up the Cards to be used then by Deck and the main driver. Minor variations were made to accommodate the penalty card and the high ace.

Deck Class: I had also previously written this for a class. Minor changes were made to have 56 cards instead of 52.

DecksofCardsInterface: Interface for Deck Class

DeckTester: A tester program for the deck class

Player Class: Used for the players in the main game. A player has a name and a score as parameters.

PlayerDriver: A tester program for the player class.

CardDraw: The main portion of my coding, written from scratch. Is full game with given specifications.

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