public class Card

public String getCard() {

return deck[index];

}

public void randomChange() {

Random rand = new Random();

int randChange = rand.nextInt(5);

if(randChange == 3) {

if(index == 0) {

index = 1;

}

if(index == 1) {

index = 2;

}

if(index == 2) {

index = 3;

}

if(index == 3) {

index = 0;

}

}

}

private

int index = 0;

String[] deck = new String[] {"c", "d", "h", "s"};

public class Hand

String [] hand = new String [3];