**Exercise 20**

**Develop the following:**

**1.** Create a class called *Card* which will encapsulate a playing card. It should have data members such as *suit* and *value* to be able to identify the card and its importance. For example, we should be able to add a *Seven of Hearts*, *Ace of Spades* or a *Four of Clubs*, etc.

**2.** Add a member function called *Display()* which will show the *suit* and *value* of the card on screen.

**3.** Create a class called *Deck* that will consist of a *std::stack* of **52** cards and add all of the known cards to the pack. You should have **13** cards for each suit. Use the link below as a reference:

<https://en.wikipedia.org/wiki/Standard_52-card_deck>

**4.** Create a function within *Deck* called *Shuffle()* that will randomly shuffle the deck of cards so that they don’t appear in the order they were created.

***Tip***: One method would be to remove each card from the *stack* and place it in a *std::deque*. Then, you could randomly select a card from the *deque* and place it back in the *stack*.

**5.** Add a member function to *Deck* that allows the user to take a card from the main deck of cards.

**6.** In *main.cpp*, take as many cards as you wish from the deck and display them on screen.

**7.** For extra flair, add ASCII art to your *Card* class’s *Display()* function so that your cards look pretty when displaying them.