This week we will continue building upon this idea of a Card Class. This week we want to create a RandomCard class. The RandomCard needs to represent a standard playing card. The value is from 2 - 14, with 11 representing a Jack, a twelve representing a Queen, a thirteen representing a King and a 14 representing an Ace. The card should also hold a value representing its suit (Hearts, Clubs, Diamonds, Spades). The class should have a constructor which will initialize the random card with null or empty values. We then want a method called revealCard() which when called, sets the cards value and suit. The revealCard() method should randomly assign the card value and suit. Lastly, we will need two more methods which will get the cards value and the cards suit when called.

We then want to create a CardGameClient class. That class should create two new RandomCard instances. The client class should call the revealCard() methods on those two newly created RandomCard Instances. Then, you should ‘play’ those cards against each other and determine a winner. It is up to you how you will determine the winner, but there should be some conditional logic involved.

Some things to think about:

* How will you randomly select a value from 2 - 14 to assign to a card?
* How will you randomly select a suit and be sure the suit value is a Club, Heart, Spade or Diamond?
* How will you ‘play’ two cards against each other? hint… Some conditional logic may help you determine a winner
* Additional hint and challenge: To ‘play’ two cards against each other, I recommend writing a static method that you can call from your CardGameClient. I could see passing in the two cards as arguments to that method.