***Cards Deck Manager with Basic CRUD Operations***

**Scenario:**

You are building a Python application to manage a deck of playing cards. This deck will serve as a list of cards that a user can manipulate by adding, removing, and viewing cards. Each card has a *rank* (e.g., 2, 3, 4, ..., K, A), a *suit* (e.g., Hearts, Diamonds, Clubs, Spades), and an optional *status* indicating if it is "in deck" or "discarded".

**Objectives:**

1. **Card Management**:
   * Define a Card class with attributes for rank, suit, and status (default status should be "in deck").
   * Define a Deck class to manage a list of Card objects, supporting basic operations:
     + **Add a Card**: Add a card to the deck.
     + **Remove a Card**: Remove a specific card from the deck.
     + **View Deck**: List all cards in the deck, optionally filtering by status.
2. **CRUD Operations for Deck**:
   * Implement methods for adding, removing, updating, and retrieving cards from the deck:
     + **Add Card**: Ensure no duplicates of the same rank and suit.
     + **Remove Card**: Remove a specific card if it exists.
     + **Update Card Status**: Update the status of a card (e.g., from "in deck" to "discarded").
     + **List Cards**: Display all cards in the deck or filter by status.
3. **Testing with Pytest**:
   * Use the tests to validate each functionality:
     + Adding a card.
     + Preventing duplicate additions.
     + Removing a card.
     + Updating card status.
     + Listing cards with and without filters.