For this weeks assignment, the warmup was very easy as we had gone over how to find the suite and rank of the card in class. The shuffle programs also weren’t bad as once you figured out one, all you had to do was switch the order to complete the second. The recursive selection sort gave me some trouble at first until I realized I needed to take in a starting point as an argument. The moving day problem was very difficult. I was able to create the list very easily as well as make a method that made different moves. The hardest part was figuring out how to determine if the user lost the game.