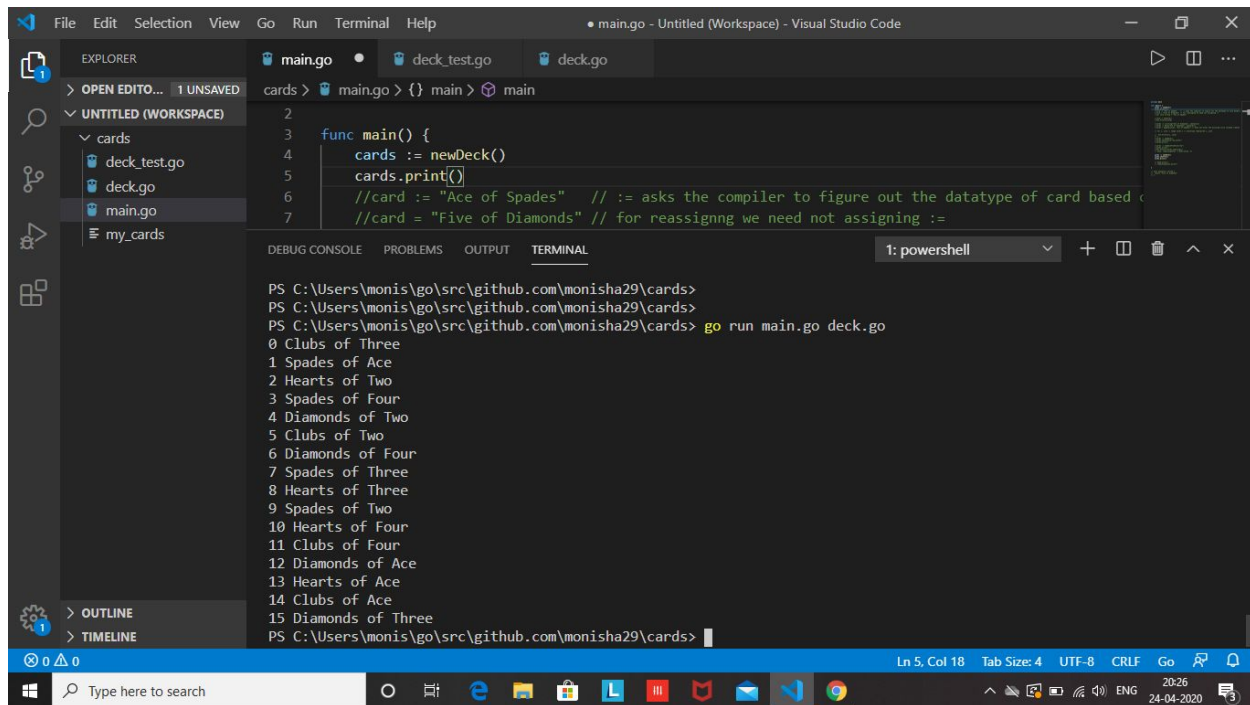


Deck Program

Create a deck of cards and print it



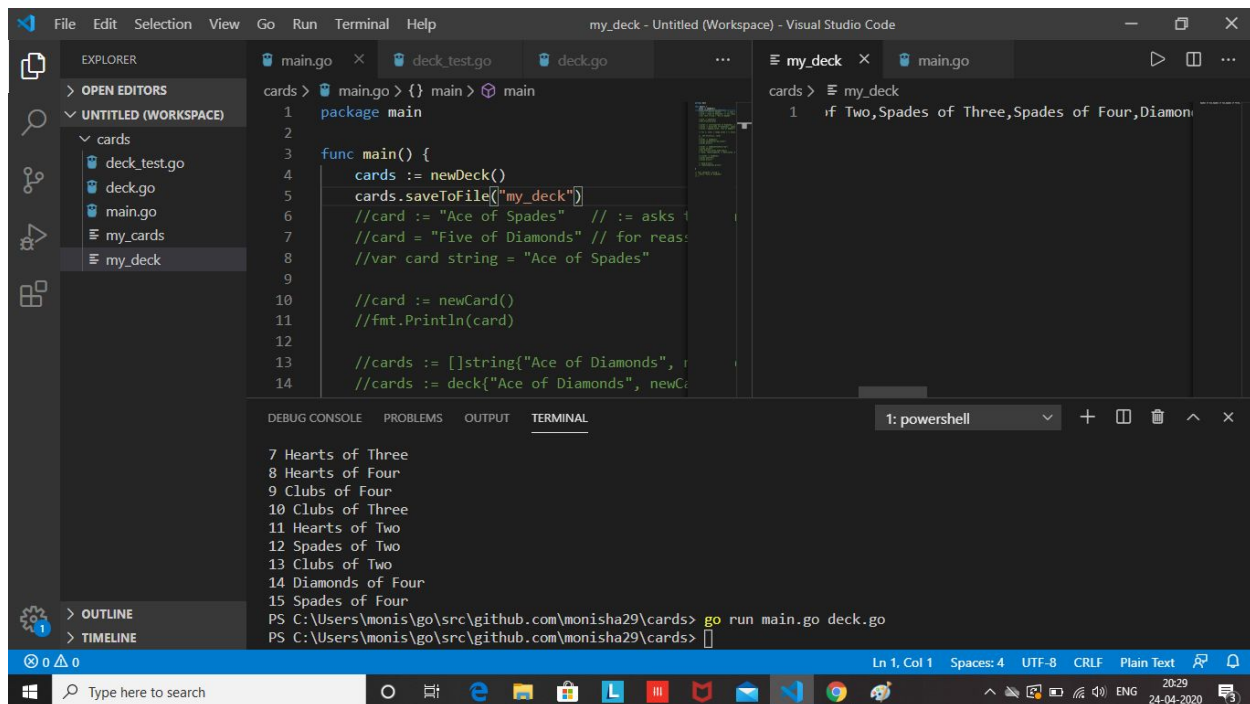
The screenshot shows the Visual Studio Code interface with a workspace named 'main.go - Untitled (Workspace)'. The Explorer panel on the left shows a folder named 'cards' containing files 'deck_test.go', 'deck.go', 'main.go', and 'my_cards'. The main editor displays the 'main.go' file with the following code:

```
1 package main
2
3 func main() {
4     cards := newDeck()
5     cards.print()
6     //card := "Ace of Spades" // := asks the compiler to figure out the datatype of card based on
7     //card = "Five of Diamonds" // for reassignng we need not assigning :=
```

The TERMINAL panel at the bottom shows the command prompt output:

```
PS C:\Users\monis\go\src\github.com\monisha29\cards>
PS C:\Users\monis\go\src\github.com\monisha29\cards>
PS C:\Users\monis\go\src\github.com\monisha29\cards> go run main.go deck.go
0 Clubs of Three
1 Spades of Ace
2 Hearts of Two
3 Spades of Four
4 Diamonds of Two
5 Clubs of Two
6 Diamonds of Four
7 Spades of Three
8 Hearts of Three
9 Spades of Two
10 Hearts of Four
11 Clubs of Four
12 Diamonds of Ace
13 Hearts of Ace
14 Clubs of Ace
15 Diamonds of Three
PS C:\Users\monis\go\src\github.com\monisha29\cards>
```

Create a deck of cards and save in a File



The screenshot shows the Visual Studio Code interface with a workspace named 'my_deck - Untitled (Workspace)'. The Explorer panel on the left shows a folder named 'cards' containing files 'deck_test.go', 'deck.go', 'main.go', and 'my_deck'. The main editor displays the 'main.go' file with the following code:

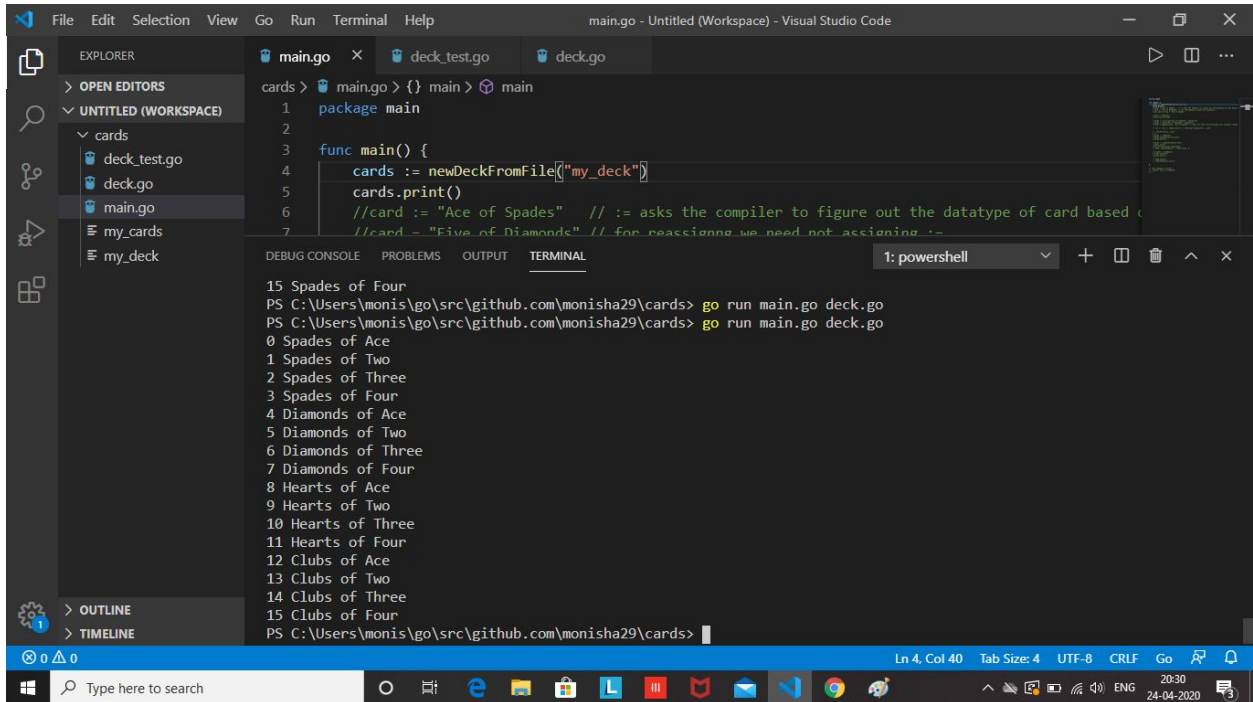
```
1 package main
2
3 func main() {
4     cards := newDeck()
5     cards.saveToFile("my_deck")
6     //card := "Ace of Spades" // := asks the compiler to figure out the datatype of card based on
7     //card = "Five of Diamonds" // for reassignng we need not assigning :=
8     //var card string = "Ace of Spades"
9
10    //card := newCard()
11    //fmt.Println(card)
12
13    //cards := []string{"Ace of Diamonds", "Five of Diamonds", "Ten of Diamonds", "Jack of Diamonds", "Queen of Diamonds", "King of Diamonds"}
14    //cards := deck{"Ace of Diamonds", newCard(), "Five of Diamonds", newCard(), "Ten of Diamonds", newCard(), "Jack of Diamonds", newCard(), "Queen of Diamonds", newCard(), "King of Diamonds", newCard()}
```

The TERMINAL panel at the bottom shows the command prompt output:

```
PS C:\Users\monis\go\src\github.com\monisha29\cards> go run main.go deck.go
7 Hearts of Three
8 Hearts of Four
9 Clubs of Four
10 Clubs of Three
11 Hearts of Two
12 Spades of Two
13 Clubs of Two
14 Diamonds of Four
15 Spades of Four
PS C:\Users\monis\go\src\github.com\monisha29\cards>
```

Deck Program

Read the saved deck from file



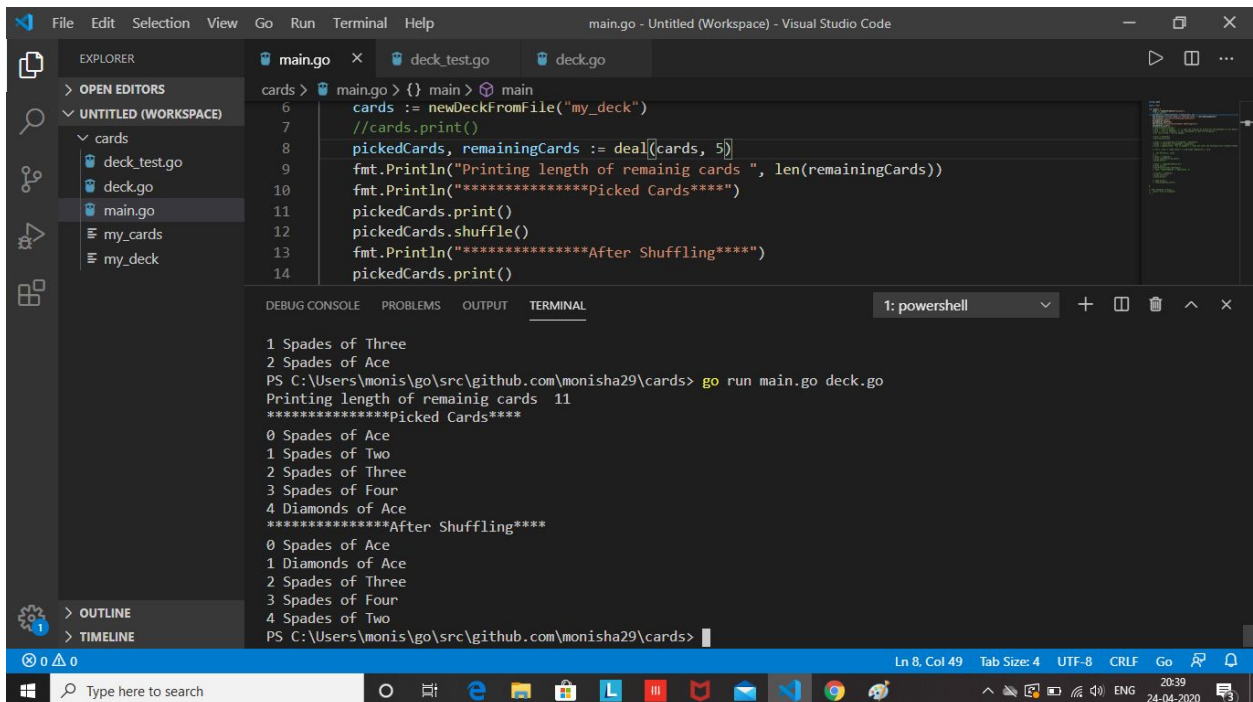
The screenshot shows the Visual Studio Code interface with a Go workspace named 'main.go - Untitled (Workspace)'. The Explorer panel on the left shows a project structure with a 'cards' directory containing 'deck_test.go', 'deck.go', 'main.go', 'my_cards', and 'my_deck'. The main editor displays 'main.go' with the following code:

```
1 package main
2
3 func main() {
4     cards := newDeckFromFile("my_deck")
5     cards.print()
6     //card := "Ace of Spades" // := asks the compiler to figure out the datatype of card based on the string
7     //card = "Five of Diamonds" // for reassurance we need not assign a type
```

The TERMINAL panel at the bottom shows the output of running the program:

```
15 Spades of Four
PS C:\Users\monis\go\src\github.com\monisha29\cards> go run main.go deck.go
PS C:\Users\monis\go\src\github.com\monisha29\cards> go run main.go deck.go
0 Spades of Ace
1 Spades of Two
2 Spades of Three
3 Spades of Four
4 Diamonds of Ace
5 Diamonds of Two
6 Diamonds of Three
7 Diamonds of Four
8 Hearts of Ace
9 Hearts of Two
10 Hearts of Three
11 Hearts of Four
12 Clubs of Ace
13 Clubs of Two
14 Clubs of Three
15 Clubs of Four
PS C:\Users\monis\go\src\github.com\monisha29\cards>
```

Pick 5 cards from deck and Shuffle it



The screenshot shows the Visual Studio Code interface with the same Go workspace. The main editor displays 'main.go' with the following code:

```
6 cards := newDeckFromFile("my_deck")
7 //cards.print()
8 pickedCards, remainingCards := deal(cards, 5)
9 fmt.Println("Printing length of remaining cards ", len(remainingCards))
10 fmt.Println("*****Picked Cards*****")
11 pickedCards.print()
12 pickedCards.shuffle()
13 fmt.Println("*****After Shuffling*****")
14 pickedCards.print()
```

The TERMINAL panel at the bottom shows the output of running the program:

```
1 Spades of Three
2 Spades of Ace
PS C:\Users\monis\go\src\github.com\monisha29\cards> go run main.go deck.go
Printing length of remaining cards 11
*****Picked Cards*****
0 Spades of Ace
1 Spades of Two
2 Spades of Three
3 Spades of Four
4 Diamonds of Ace
*****After Shuffling*****
0 Spades of Ace
1 Diamonds of Ace
2 Spades of Three
3 Spades of Four
4 Spades of Two
PS C:\Users\monis\go\src\github.com\monisha29\cards>
```