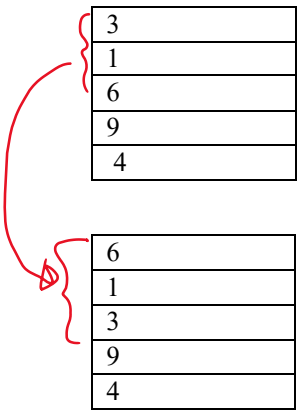
Create Eclipse project of your choice.

Write code for class Deck that represents a deck of cards in a card game while playing (Each card is just a non-negative integer value). **You must create class Deck from scratch**.

- Use DeQLinkedList to implement your Deck. **If you create new array or arraylist, you get 0 points.**
  - **JUnit** test file is **already available.**
- You MUST NOT modify all given data structures files. **You get 0 mark if you do modify it/them**.
- You can write new class(es) that extends from given class(es).

Class Deck stores a deck of cards. Its operations are as follows (All methods MUST NOT throw Exception. You must try-catch properly).

- public int draw():
  - If there is no card to remove, return -1.
  - remove a card from the top of the deck. Return the value of that card.
- public int removeNth(int n):
  - remove the nth card (and return its value). The top card is the 0^{th} card. Assume n is always non-negative.
  - If the nth card does not exist, return -1 and do nothing.
- public void putBottom(int n):
  - Put card with value n at the bottom of the deck. This is used to create a deck in the test cases.
- public void reverseTopN(int n):
  - reverse the order of the top n cards (position 0 to position n-1, inclusive). Assume n is positive.
  - If n is too large, just reverse the entire deck. If the deck is empty, do nothing.
  - for example, if the cards are originally:



Scoring Criteria:

The total score is 17 (will be scaled to 10). Submit only file Deck.java in MyCourseville.

Run the given JUnit files (If you do not write your code, you will not get any marks):

testDraw	1 mark
testPutBottom	1 mark
testRemoveNthFirst	1 mark
testRemoveNthOut	1 mark
testRemoveNthLast	1 mark
testRemoveNthGeneric	4 marks
testReverseEmptyDeck	1 mark
testReverseEntireDeck	3 marks
testReverseGeneric	4 marks