

ShuffleDeck.java

ShuffleDeck.txt

Write a program that will store into an ArrayList the values 1 through N, where N is a number the user inputs. Then, write a method that will shuffle the numbers in the ArrayList. Print out the resulting array.

Example: The user inputs 7 and the ArrayList stores

1	2	3	4	5	6	7
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Once the shuffle method is called and the ArrayList is printed the ArrayList could look like this

5	2	1	6	3	7	4
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The shuffle method should go to every element of the ArrayList. Generate a random index in the array list and swap those two values.

For example:

[1, 2, 3, 4, 5, 6, 7] starts at index 0 and generates the index 2 and swaps them

[3, 2, 1, 4, 5, 6, 7] index = 1, generates index = 1

[3, 2, 1, 4, 5, 6, 7] index = 2, generates index = 2

[3, 2, 1, 4, 5, 6, 7] index = 3, generates index = 5

[3, 2, 1, 6, 5, 4, 7] index = 4, generates index = 0

[5, 2, 1, 5, 3, 4, 7] index = 5, generates index = 6

[6, 2, 1, 5, 3, 7, 4] index = 6, generates index = 6

[6, 2, 1, 5, 3, 7, 4]

Sample output

Enter the seed

10

Enter N

7

[5, 2, 1, 6, 3, 7, 4]