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package week06Assignment;

import java.util.ArrayList;
import java.util.Collections;
import java.util.Random;

public class Deck {

    static Random random = new Random();

    public static ArrayList<Card> cardsDeckOne = new ArrayList<>();
    public static ArrayList<Card> cardsDeckTwo = new ArrayList<>();

    //////////////////////////////////////
    static ArrayList<Card> createStackOne() {
        for(int i = 1; i < 15; i ++) {
            switch(i) {
                case 1:
                    for(Value value: Value.values()) {
                        cardsDeckOne.add(new Card(Suit.hearts, value,
i++));
                    }i = 1;
                }
            }
            for(int i = 1; i < 15; i ++) {
                switch(i) {
                    case 1:
                        for(Value value: Value.values()) {
                            cardsDeckOne.add(new Card(Suit.diamonds, value,
i++));
                        }i = 1;
                    }
                }
                for(int i = 1; i < 15; i ++) {
                    switch(i) {
                        case 1:
                            for(Value value: Value.values()) {
                                cardsDeckOne.add(new Card(Suit.spades, value,
i++));
                            }i = 1;
                        }
                    }
                    for(int i = 1; i < 15; i ++) {
                        switch(i) {
                            case 1:
                                for(Value value: Value.values()) {
                                    cardsDeckOne.add(new Card(Suit.clubs, value,
i++));
                                }i = 1;
                            }
                        }
                    }
                    for(int i = 0; i < cardsDeckOne.size(); i++) {
                        Collections.swap(cardsDeckOne, randomizer(), i);

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    }
    return cardsDeckOne;
}
////////////////////////////////////

////////////////////////////////////
static ArrayList<Card> createStackTwo() {
    for(int i = 1; i < 15; i ++) {
        switch(i) {
            case 1:
                for(Value value: Value.values()) {
                    cardsDeckTwo.add(new Card(Suit.hearts, value,
i++));
                }i = 1;
            }
        }
        for(int i = 1; i < 15; i ++) {
            switch(i) {
                case 1:
                    for(Value value: Value.values()) {
                        cardsDeckTwo.add(new Card(Suit.diamonds, value,
i++));
                    }i = 1;
                }
            }
            for(int i = 1; i < 15; i ++) {
                switch(i) {
                    case 1:
                        for(Value value: Value.values()) {
                            cardsDeckTwo.add(new Card(Suit.spades, value,
i++));
                        }i = 1;
                    }
                }
                for(int i = 1; i < 15; i ++) {
                    switch(i) {
                        case 1:
                            for(Value value: Value.values()) {
                                cardsDeckTwo.add(new Card(Suit.clubs, value,
i++));
                            }i = 1;
                        }
                    }
                }for(int i = 0; i < cardsDeckTwo.size(); i++) {
                    Collections.swap(cardsDeckTwo, randomizer(), i);
                }

                return cardsDeckTwo;
            }
            //////////////////////////////////////
            ///

            static int randomizer() {
                return random.nextInt(52);
            }

```

