

```
package Game;

import java.util.*;

public class Deck {
    private Stack<Card> cards = new Stack<>();

    public Deck() {
        List<Card> deckList = new ArrayList<>();
        for (Card.Suit suit : Card.Suit.values()) {
            for (int rank = 1; rank <= 13; rank++) {
                deckList.add(new Card(rank, suit));
            }
        }
        Collections.shuffle(deckList);
        cards.addAll(deckList);
    }

    public Card draw() {
        return cards.isEmpty() ? null : cards.pop();
    }

    public boolean isEmpty() {
        return cards.isEmpty();
    }
}
```