**CardGame.java**

// NOTE ABOUT INSTRUCTIONS: variable names and method names referenced in the instructions  
// are placed in quotes for emphasis only. When using variable names and methods in your  
// code, you will not place them in quotes.  
//  
// Please remove all INSTRUCTION COMMENTS before submitting your  
// project to Moodle.  
//  
// ALL code that you are instructed to write MUST BE COMMENTED by you.  
// Commenting your code is a significant part of your grade on this assignment.  
//  
//\*\*\*  
//\*\*\* INSTRUCTIONS FOR CODE FOR YOU TO WRITE  
//\*\*\*

//\*\*\* 1) Define a public abstract class named "CardGame".  
//\*\*\* 2) Inside class "CardGame", include the following:  
//\*\*\*  
//\*\*\* 1) Create a public method named "dealCard" that takes one  
//\*\*\* argument and returns no value.  
//\*\*\* a) The one argument is of datatype "Player" and named "p".  
//\*\*\* b) Add the following one line of code to this method:  
//\*\*\* p.addCard2Hand(new Card(1));  
//\*\*\* 2) Create a public method named "shuffleDeck" that takes no  
//\*\*\* arguments and returns no value.  
//\*\*\* a) The method contains no code.  
//\*\*\* 3) Create a public one-arg constructor for class "CardGame".  
//\*\*\* a) The one argument is of datatype int and named "numCards".  
//\*\*\* b) The method contains no code.  
//\*\*\* 4) Create a public abstract method named "determineOutcome" that  
//\*\*\* takes two arguments and returns no value.  
//\*\*\* a) The first argument is of datatype "Player" and named "p".  
//\*\*\* b) The second argument is of datatype "Player" and named "d".  
//\*\*\*  
//\*\*\* 5) Create a public inner class named "Card". Inner class means that  
//\*\*\* it is nested inside class "CardGame".  
//\*\*\* 6) Inside class "Card", include the following:  
//\*\*\* 1) Create three private properties per the following:  
//\*\*\* a) First property is of datatype String and named "rank".  
//\*\*\* b) Second property is of datatype String and named "suit".  
//\*\*\* c) Third property is of datatype int and named "score".  
//\*\*\* 2) Create a public getter for each of these three properties that  
//\*\*\* just returns the property.  
//\*\*\* 3) Create a private setter for each of these three properties that  
//\*\*\* assigns the parameter variable to the property and returns no value.  
//\*\*\* (Standard setter method)  
//\*\*\* 4) Create a public one-arg constructor for class "Card".  
//\*\*\* a) The one argument is of datatype int and named "numCards".  
//\*\*\* b) The method contains no code.  
//\*\*\* 5) Override the toString method (using the Override annotation).  
//\*\*\* a) Add the following one line of code to this method:  
//\*\*\* return "\t" + rank + " of " + suit;  
//\*\*\*  
//\*\*\* 7) Create a public static inner class named "Player". Inner class  
//\*\*\* means that it is nested inside class "CardGame".  
//\*\*\* 8) Inside class "Player", include the following:  
//\*\*\*  
//\*\*\* 1) Create two private properties per the following:  
//\*\*\* a) First property is of datatype String and named "name".  
//\*\*\* b) Second property is of datatype int and named "currentScore".  
//\*\*\* 2) Create a public getter for each of these two properties that  
//\*\*\* just returns the property.  
//\*\*\* 3) Create a private setter for each of these two properties that  
//\*\*\* assigns the parameter variable to the property and returns no value.  
//\*\*\* (Standard setter method)  
//\*\*\* 4) Create a public method named "getCard" that takes one  
//\*\*\* argument and returns a String.  
//\*\*\* a) The one argument is of datatype int and named "cardIndex".  
//\*\*\* b) Add the following one line of code to this method:  
//\*\*\* return "";  
//\*\*\* 5) Create a public method named "addCard2Hand" that takes one  
//\*\*\* argument and returns no value.  
//\*\*\* a) The one argument is of datatype "Card" and named "c".  
//\*\*\* b) Add the following one line of code to this method:  
//\*\*\* setCurrentScore(22);  
//\*\*\* 6) Create a public method named "displayFormattedHand" that  
//\*\*\* takes no arguments and returns no value.  
//\*\*\* a) The method contains no code.  
//\*\*\* 7) Create a public no-arg constructor for class "Player".  
//\*\*\* a) The method contains no code.  
//\*\*\* 8) Create a public one-arg constructor for class "Player".  
//\*\*\* a) The one argument is of datatype String and named "name".  
//\*\*\* b) Add the following one line of code to this method:  
//\*\*\* setName(name);  
//\*\*\*