

**OBJECTIVE:**

The objective of the assignment is to write a GUI app using Java components to create the card game of your choice .

**INSTRUCTIONS:**

You are to create an application to play any card game that you choose. You should design the classes that will be needed for the game. The only restrictions are:

1. Use the Java GUI classes to make an attractive display of the cards. You do not have to use actual card images but to something that resembles a card. For example, you could do a rectangle about the size of a card and place the card information inside. You should use color to make it attractive.
2. Use any card game that you wish. The only requirement there is that it be a real card game.

The design is totally up to you. Your grade will be based on the following:

1. Game works
2. Attractive GUI

The type of game you use does not count into the grade. It can be a simple game or it can be Bridge, they will count the same.

**Submission:**

All that you need to submit will be the classes needed to play the game. Submit it through the link labeled App Exam.