

```

package a_elevens;

import java.util.List;
import java.util.ArrayList;

public class Deck {

    private List<Card> cards;
    private List<String> suits;

    public Deck(Deck another){
        this.cards = another.cards;
        this.suits = another.suits;
    }

    public Deck() {
        cards = new ArrayList<>();
        suits = new ArrayList<>();
        suits.add("Hearts");
        suits.add("Spades");
        suits.add("Diamond");
        suits.add("Clubs");
        for(int i = 0; i < 4; i++){
            for (int j = 2; j < 11; j++) {
                cards.add(new Card(String.valueOf(j),
suits.get(i), j));
            }
            cards.add(new Card("Jack", suits.get(i), 11));
            cards.add(new Card("Queen", suits.get(i), 12));
            cards.add(new Card("King", suits.get(i), 13));
            cards.add(new Card("Ace", suits.get(i), 1));
        }
        shuffle();
    }

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

    public int get_size() {
        return cards.size();
    }

    public void shuffle() {

        for (int k = cards.size() - 1; k > 0; k--) {
            int howMany = k + 1;
            int start = 0;
            int randPos = (int) (Math.random() * howMany) + start;
            Card temp = cards.get(k);
            cards.set(k, cards.get(randPos));
            cards.set(randPos, temp);
        }
    }
}

```

```
public Card get_one_card() {  
    if (isEmpty()) {  
        return null;  
    }  
  
    Card c = cards.get(0);  
    cards.remove(0);  
    return c;  
}  
@Override  
public String toString() {  
  
    String deck_string = "";  
  
    for (Card card : cards) {  
  
        deck_string = deck_string + ", " + card.toString();  
    }  
    return deck_string;  
}  
String getCheckCapacity() {  
    throw new UnsupportedOperationException("not used in the program");  
}  
Card remove() {  
    throw new UnsupportedOperationException("not used in the program");  
}  
}
```