Black Jack assignment clarifications and hints

1. You need at least 4 classes not including the controlling class (the class that has main)
2. For shuffling jokes (if you want) you can use shuffle methods provided by java for collections. Syntax: **Collections.shuffle(mylist);**

Example of using the shuffle method:

**// Java program to demonstrate working of shuffle()**

**import java.util.\*;**

**public class ArrayListShuffling {**

**public static void main(String[] args) {**

**ArrayList<String> mylist = new ArrayList<String>();**

**mylist.add("ide");**

**mylist.add("quiz");**

**mylist.add("ics");**

**mylist.add("quiz");**

**mylist.add("practice");**

**mylist.add("covid");**

**System.out.println("Original List : \n" + mylist);**

**Collections.shuffle(mylist);**

**System.out.println("\nShuffled List : \n" + mylist);**

**}**

**}**

**/\***

**Output:**

**Original List :**

**[ide, quiz, ics, quiz, practice, covid]**

**Shuffled List :**

**[ide, practice, quiz, covid, ics, quiz]**

**\*/**

1. Don’t give a dealer responsibility for distributing cards and calling who won. In spite of the fact that in real life dealers do this, in our application a deck of cards will provide cards to the player(s) and a dealer.