**UE19CS353 – OOAD with Java**

**Hands on Assignment – 1**

Write a Java program to implement a pile of cards as a stack data structure. A pile contains cards where you can place a card on the top of the pile (push) and draw a card from the top of the pile (pop). A card should be an Object with properties card suit (Club, Diamond, Spade or Heart) and a card value (A, 1, 2, 3…10, J, Q, K). You can also peek in to the pile by checking the card at the top without drawing it from the pile (display). The pile can contain a maximum of 10 cards. The pile should be an object instantiated in the main function. After that the user should be given a option to perform any of the three functions (place, draw or peek)


Additional Activity (for students who finish the above assignment within 2 hours):

Implement a car parking waiting line as a queue data structure. You can add a car (Reg. No., Make) to the end of the waiting line. Once a car parking spot is available the car in the front of the line is removed from the waiting line. The waiting line can hold a maximum of 10 cars. Implement the queue using arrays.