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Activity 5 Questions

**Buggy 1:** Deck.isEmpty() returns ‘false’ even if cards.length==0. It needs to use if-then statements to check if the length is 0 and return ‘true’ if it is.  **Buggy 2:** Deck.size() is not returning this.size, so it returns ‘0’ instead of the length of the array. **Buggy 3:** Either the Deck(String[] ranks, String[] suits; int[] values) constructor is not triggering Deck.shuffle() or Deck.shuffle() is not shuffling the deck. To fix this error, shuffle() needs to be called in the constructor and a shuffle algorithm must be implemented in Deck.shuffle(). **Buggy 4:** Deck.deal() deals this.cards[this.size] instead of this.cards[this.size-1] or the if statement checks for a condition other than (this.size>0), rendering the statement false and thus returning null.

2. Act5\_Buggy5.zip was not provided or assigned.