

# **COMP 1409**

Intro to Software Development 1

Java

Lab 9

## Lab 9

The purpose of this lab is to exercise your knowledge around `ArrayLists` and `iterators`. Build off of the solution from the previous lab.

### Card.java

Recall the class `Card` has 2 instance variables, `suit` and `description`.

### Deck.java

Recall the class called `Deck` has 3 instance variables, `SUITS`, `DESCRIPTIONS` and `deck`.

Create a method called `removeBySuit(String)`. This method will

- Use a `while` loop and an `iterator` to traverse through your deck
- On each iteration, it will check if the current `Card` has the same `suit` as the `String` parameter
  - If it does, remove it from the deck
  - You can double check this by running the `printDeck()` method

Be sure to comment your code with appropriate `JavaDoc`.

Be sure to use proper `camelCasing` or `PascalCasing`.

Be sure to use reasonable data types/reference types.

### Submission

Compress and submit your source code to the Dropbox in D2L.