

Lab 4 – Classes and Objects

Instructions: Complete each problem. If you're struggling with a problem, feel free to ask questions on the class forum.

This lab is optional, but it gives you valuable programming experience. You should definitely complete the lab if you can.

Getting Started

Double-click the index file in the Help folder and click the Lab4 link in the pane on the left; this is the documentation for the classes I provided to you in the Lab4 solution.

Open the Lab4 solution for your OS in your IDE.

Problem 1 – Create a deck and print it

Declare a `deck` variable and use the `Deck` constructor to put a new `Deck` object into the `deck` variable.

Print the contents of the deck. Use the help documentation I provided to figure out which method to use.

Problem 2 – Shuffle the deck and print it

Tell the deck to shuffle itself and print the contents of the deck. Use the help documentation I provided as necessary to figure out which methods to use.

Problem 3 – Take two cards from the deck and print them

Take a card from the top of the deck and print its rank and suit. Use the help documentation I provided to figure out which properties to use.

Take another card from the top of the deck and print its rank and suit.

Caution: Section 4.3 in the book discusses how to call different kinds of methods. You may need to review that section to figure out how to do this problem. If you don't own the book, check out the Return Values section at <https://msdn.microsoft.com/en-us/library/ms173114.aspx> to figure out how to do this problem.