

# Card Stack + Shuffle



This assignment is exactly the same as the Potato Stack + Runner assignment, but this time there are cards.

## Step 1: Card Stack

- Make your Card Stack.
- Follow the steps for the Potato Stack:  
<https://www.youtube.com/watch?v=BEzHZcv11Qw>
- The Object Stack is here:  
[http://gorskicompsci.ca/ICS4U/4\\_Persistence/Stack.java](http://gorskicompsci.ca/ICS4U/4_Persistence/Stack.java)
- The arrays for shuffle are below.
- At the top of the file, you will need to change the size of the array:

```
public class CardStack
{
    private int count;
    private Card data[] = new Card [52];
    public CardStack ()
    {
        count = 0;
    }
}
```

## Step 2: Change the Runner File

- Adapt the Runner File following the Potato Stack instructions:  
<https://www.youtube.com/watch?v=-mWzBkSvqMs>

The arrays for the shuffle method in the Card Stack:

```
String suit[] = {"Clubs", "Clubs", "Clubs", "Clubs", "Clubs", "Clubs",
    "Clubs", "Clubs", "Clubs", "Clubs", "Clubs", "Clubs", "Clubs",
    "Diamonds", "Diamonds", "Diamonds", "Diamonds", "Diamonds", "Diamonds",
    "Diamonds", "Diamonds", "Diamonds", "Diamonds", "Diamonds", "Diamonds", "Diamonds",
    "Hearts", "Hearts", "Hearts", "Hearts", "Hearts", "Hearts",
    "Hearts", "Hearts", "Hearts", "Hearts", "Hearts", "Hearts", "Hearts",
    "Spades", "Spades", "Spades", "Spades", "Spades", "Spades",
    "Spades", "Spades", "Spades", "Spades", "Spades", "Spades", "Spades"};

int val[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13,
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13,
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13,
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13};
```