

## Programming II

### BlackJack Assignment (part 2)

Create a Deck Class consisting of the instance variables representing an array of cards, and the nextToDeal (Next Card to Deal).

The constructor should set the initial value for each slot of the card array, as well as the nextToDeal instance variables. Note: When creating a Card, you should send the constructor the face and the suit – the points will be derived and set by the Card Constructor.

Other methods should include void printDeck(), void shuffle(), Card dealOne().

Here is a Driver to test your Deck class.

```
class DeckDriver {  
  
    public static void main(String [] args) {  
  
        Deck myDeck = new Deck();  
  
        myDeck.printDeck();  
  
        myDeck.shuffle();  
  
        System.out.println("\n\nSorted Order");  
        myDeck.printDeck();  
    }  
}
```