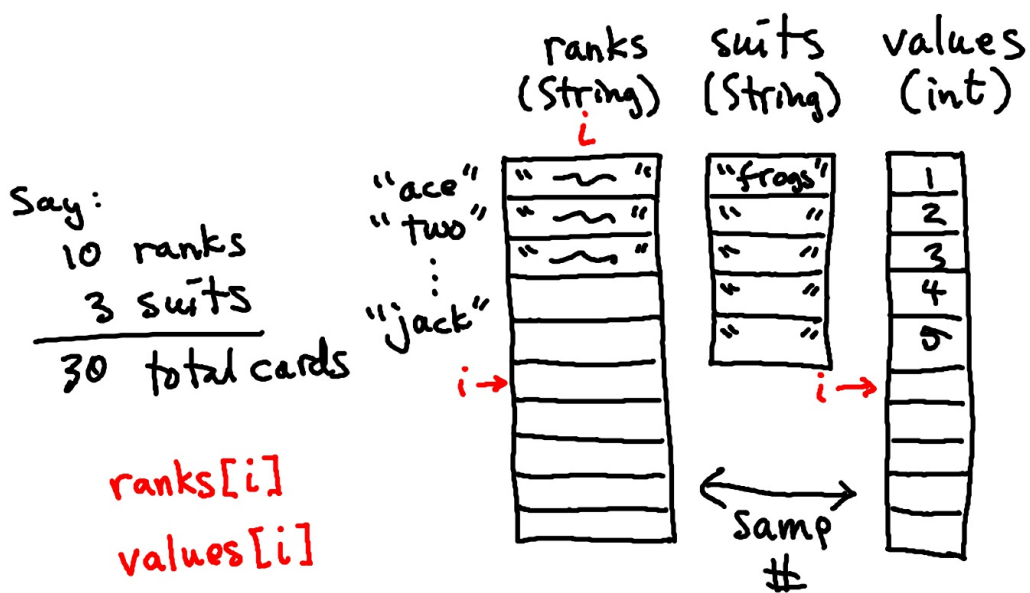


Constructor: takes some arguments as input which allow it to build a correct object

State of object: values of all instance values.

### Deck constructor inputs



Before adding cards to list, you need a list!

```
cards = new ArrayList<Card>();
```

loop

loop

<E>

<Card>

```
make card c = new Card(---);  
cards.add(c);
```