

```

public Deck(String[] ranks, String[] suits, int[] values) {
    cards = new ArrayList<Card>();

    for (int r = 0; r < ranks.length; r++)
        for (String suit: suits)
            for (int s = 0; s < suits.length; s++)
                cards.add(new Card(ranks[r], suits[s], values[r]));
    size = cards.size();
}

```

```

public Card deal() {
    Card c;

    if (size() > 0)
    {
        size--;
        c = cards.get(size);
    } else
    {
        c = null;
    }

    return c;
}

```

```

public boolean isEmpty() {
    return size()==0;
}

```

```

public int size() {
    return size;
}

```

ranks	suits	values
"two"	"darts"	2
"three"	⋮	3
⋮		⋮
⋮		⋮

Activity 3, forthcoming:

- Shuffler: run tester method
(not main method)
- omit question 3

② "efficient"
"selection"
"selection sort"
uses Math.random()
swap

