

## Activity 4:

Card class

Deck class { you write  
shuffle() }

DeckTester

- main() - testing

- write additional  
code in main()  
to deal with a  
conventional deck

Deck class:

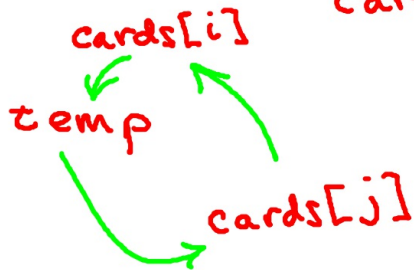
```
private List<Card> cards;
```

shuffle() method:

note: cards.size() will  
always return the  
total deck size,  
not the instance  
variable size.

code to "swap" Card at  
position  $i$  and Card at  
position  $j$ :

```
Card temp = cards.get(i);  
cards.set(i, cards.get(j));  
cards.set(j, temp);
```



code to traverse entire cards  
List with for loop:

```
for (int i = 0; i < cards.size();  
     i++)
```

# selection shuffle :

start with  
`cards.size()-1`

7	<del>H</del> D
6	<del>R</del> C
5	<del>F</del> A
4	E
3	<del>D</del> H
2	<del>E</del> G
1	B
0	<del>A</del> F

K: →

r →