

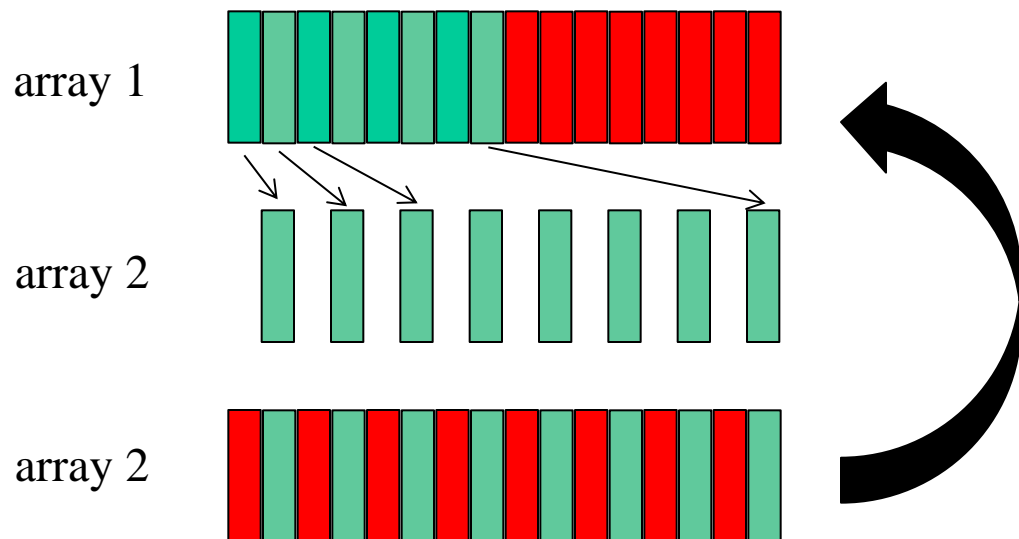
Step Into Java: Elevens Deck Class - shuffling

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Java

Elevens – Deck - Shuffling

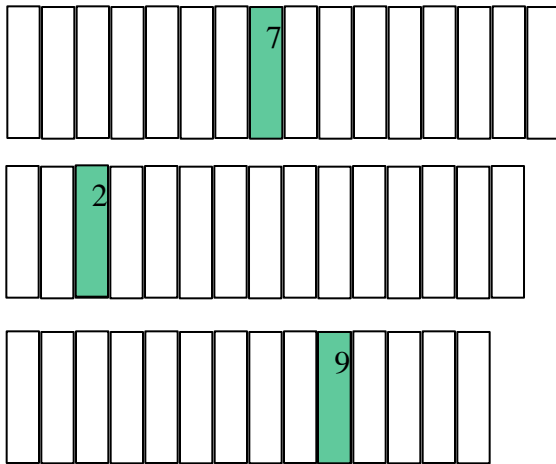
- You have completed and tested a Card class
- You have created a few Deck methods (including *deal*)
- In this lab, you will be writing and testing a shuffle method.
- The goal of the method is to mix up the Cards in the Deck after each game or when the Deck runs out.
- You will do this with a stand-alone program (not integrated into the Deck class – yet)

Traditional Shuffle...

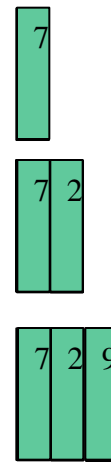


Fancier Shuffle...

ArrayList 1



ArrayList 2



Lab

This program is dedicated to the shuffle method
(no other code included)

- 1) Use the file in the example program folder
- 2) Put your shuffle method (it should be a void method and take in an ArrayList of Integers)
- 3) Test it! Verify that your method shuffles the Integers
- 4) Repeat - Note: this work is being done outside any class (in the client file)