CSI 31 Lecture 21 In-class Assignment

1. Implement a class to represent a playing card. Use this class diagram:

`__init__(self, rank, suit)` is a constructor, with
`rank`: can be ["Ace", "2","3","4","5","6","7","8","9","10","Jack","Queen", "King"]
`suit`: can be ["Hearts", "Diamonds", "Clubs", "Spades"]

`getRank(self)` returns the rank of the card
`getSuit(self)` returns the suit of the card
`value(self)` returns the Blackjack value of the card computed by:
ace : 1
any face card: 10
number card: number

Save the definition of the class in the file **cards.py**
Then grab the program from our webpage and run it: **cardTesting.py**

2. Add graphics to your Card class: download carddeck.zip (which are pictures of a common card deck) from the webpage, uncompress it and put it in the same directory where your card.py is. Then add the methods **draw(self,win,anchor)** that draws the card at the point "anchor". The name of the image of each card is, all in lowercase, "[rank]_of_[suit].png". For example, "queen_of_spaces.png".

Test it with the file **cardTesting.py** (edit it and use main2 instead of main1).

3. Create a new class Deck that has a deck of 52 cards (all suits and ranks). The constructor takes no parameters other than "self" and should create a list "self.cards" where each element is a card. Also add methods **getCards(self)** that returns self.cards, and **shuffle(self)** that shuffles the cards.