

```
public class Card {
    private String mySuit;
    private int myValue; // 0 to 12

    public Card(String suit, int value) {
        /* implementation */
    }
    public String getSuit() {
        return mySuit;
    }
    public int getValue() {
        return myValue;
    }
    public String toString() {
        String faceValue = "";
        if (myValue == 11)
            faceValue = "J";
        else if (myValue == 12)
            faceValue = "Q";
        else if (myValue == 0)
            faceValue = "K";
        else if (myValue == 1)
            faceValue = "A";
        if (myValue >= 2 && myValue <= 10)
            return myValue + " of " + mySuit;
        else
            return faceValue + " of " + mySuit;
    }
}
```

```
public class Deck {  
    private Card[] myDeck;  
    public final static int NUMCARDS = 52;  
    public Deck() {  
    }  
    public void shuffle() {  
        // Simulate shuffling the deck.  
    }  
}
```

3. Which of the following represents correct code for the constructor in the Card class?

- (A) mySuit = suit; myValue = value;
- (B) suit = mySuit; value = myValue;
- (C) Card = new Card(mySuit, myValue);
- (D) Card = new Card(suit, value);
- (E) mySuit = getSuit(); myValue = getValue();

4. Consider this description of the Deck constructor:

A Deck object will be constructed as follows:

myDeck[0]...myDeck[12] will contain the spade suit

myDeck[13]...myDeck[25] will contain the heart suit

myDeck[26]...myDeck[38] will contain the diamond suit

myDeck[39]...myDeck[51] will contain the club suit

In each suit the card values range from 0 to 12. (These are converted to actual card values in the toString method of the Card class.) Here is the constructor for the Deck class:

```
public Deck() {  
    for(int i = 0; i < NUMCARDS; i++) {  
        /* code to insert cards into myDeck... */  
    }  
}
```

Which of the following is a correct replacement for the statements `/**/`, so that the specification for the myDeck array is satisfied?

(A) if (i / 13 == 1) myDeck[i / 13] = new Card("hearts", i % 13);

(B) if (i >= 13 && i <= 25) myDeck[i % 13] = new Card("hearts", i % 13);

(C) if (i / 13 == 1) myDeck[i] = new Card("hearts", i % 13);

(D) if (i >= 13 && i <= 25) myDeck[i] = new Card("hearts", i / 13);

(E) if (i / 13 == 1) myDeck[i % 13] = new Card("hearts", i % 13);

5. Consider the implementation of a writeDeck method that is added to the Deck class.

```
public void writeDeck() {  
    /* implementation code */  
}
```

Which of the following is correct /* implementation code */?

I System.out.println(myDeck);

II for (Card card : myDeck)
 System.out.println(card);

III for (Card card : myDeck)
 System.out.println((String) card);

(A) I only

(B) II only

(C) III only

(D) I and III only

(E) II and III only