

Shuffling Cards

Introduction



Introduction Part 2



Card Game Plan

1. Layout
 - a. Create controls
 - b. Name controls as needed
 - c. Create click handlers for the buttons
2. Create deck of cards
 - a. See collections worksheet question #4



Card Game Plan

3. Have buttons move through deck
 - a. Display current card
 - b. Display "Card #X of N"
 - c. Buttons change to next card
4. Detect higher/lower for each button
 - a. Display Correct or Incorrect
 - b. Keep score
 - c. Display Game Over
5. Shuffle deck



How Do You Shuffle a Deck of Cards???



My Cars

```
Car[] myCars = new Car[5];
```

myCars[0]



myCars[1]



myCars[2]



myCars[3]



myCars[4]



```
Car[] myCars = new Car[5];
```

myCars[0]



myCars[1]



myCars[2]



myCars[3]

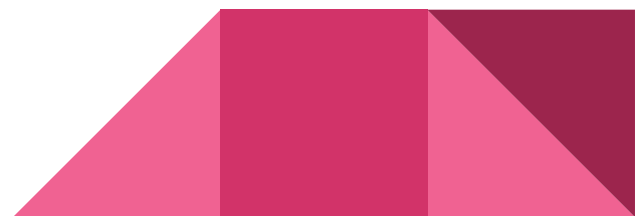


myCars[4]



Car temp;

temp



How Do You Shuffle a Deck of Cards???

Research the Fisher-Yates shuffle algorithm

https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle

