Unit 6 – Arrays
Deck of Cards Project

Part 1: Deck Creation

Create code that will model a deck of cards using arrays. You can do this many ways, but make sure that you are able to create a deck and perform all necessary operators in part 2 and 3.

Part 2: Draw a random card

Create code that will
- Draw a single random card
- Draw 4 random cards (no repeats)
- Draw a user entered N amount of cards (no repeats)

This part of the program should output the results from each of the bullet points above.

Part 3: Game Creation

Create a game that uses a deck of cards and drawing a certain number of cards at a time.

Ideas:
- HighLow Game
- Blackjack
- Poker
- War
- A game of your own creation!

Your game should use at least one of the code segments from part 2 and should create a deck with the code from part 1. Make sure to include comments in your code for readability. A user should be able to run your program and play your game using just the instructions provided to the screen.