

Black Jack assignment clarifications and hints

- 1) You need at least 4 classes not including the controlling class (the class that has main)
- 2) For shuffling jokes (if you want) you can use shuffle methods provided by java for collections. Syntax: `_Collections.shuffle(mylist);`

Example of using the shuffle method:

```
// Java program to demonstrate working of shuffle()
import java.util.*;

public class ArrayListShuffling {
    public static void main(String[] args) {
        ArrayList<String> mylist = new ArrayList<String>();
        mylist.add("ide");
        mylist.add("quiz");
        mylist.add("ics");
        mylist.add("quiz");
        mylist.add("practice");
        mylist.add("covid");

        System.out.println("Original List : \n" + mylist);

        Collections.shuffle(mylist);

        System.out.println("\nShuffled List : \n" + mylist);
    }
}
/*
Output:
Original List :
[ide, quiz, ics, quiz, practice, covid]

Shuffled List :
[ide, practice, quiz, covid, ics, quiz]
*/
```

- 3) Don't give a dealer responsibility for distributing cards and calling who won. In spite of the fact that in real life dealers do this, in our application a deck of cards will provide cards to the player(s) and a dealer.