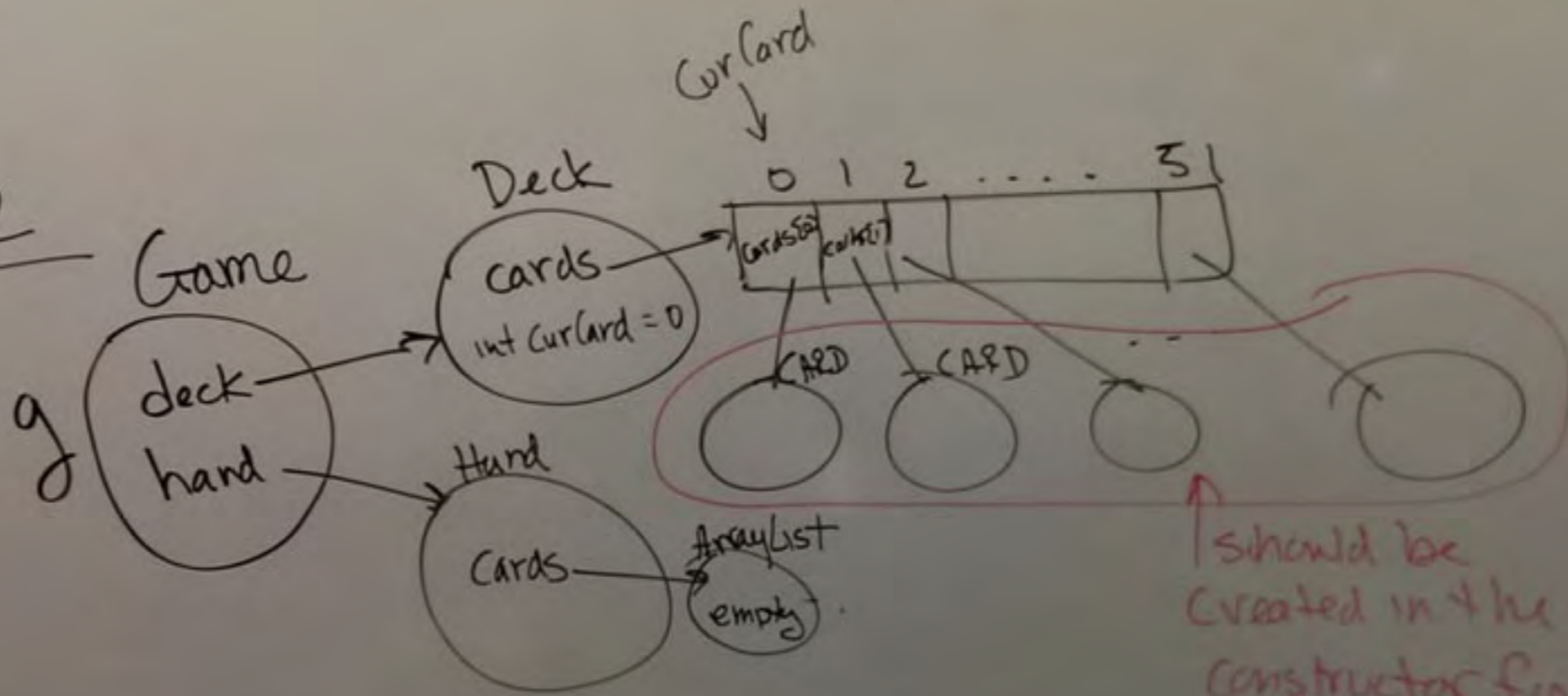


#2

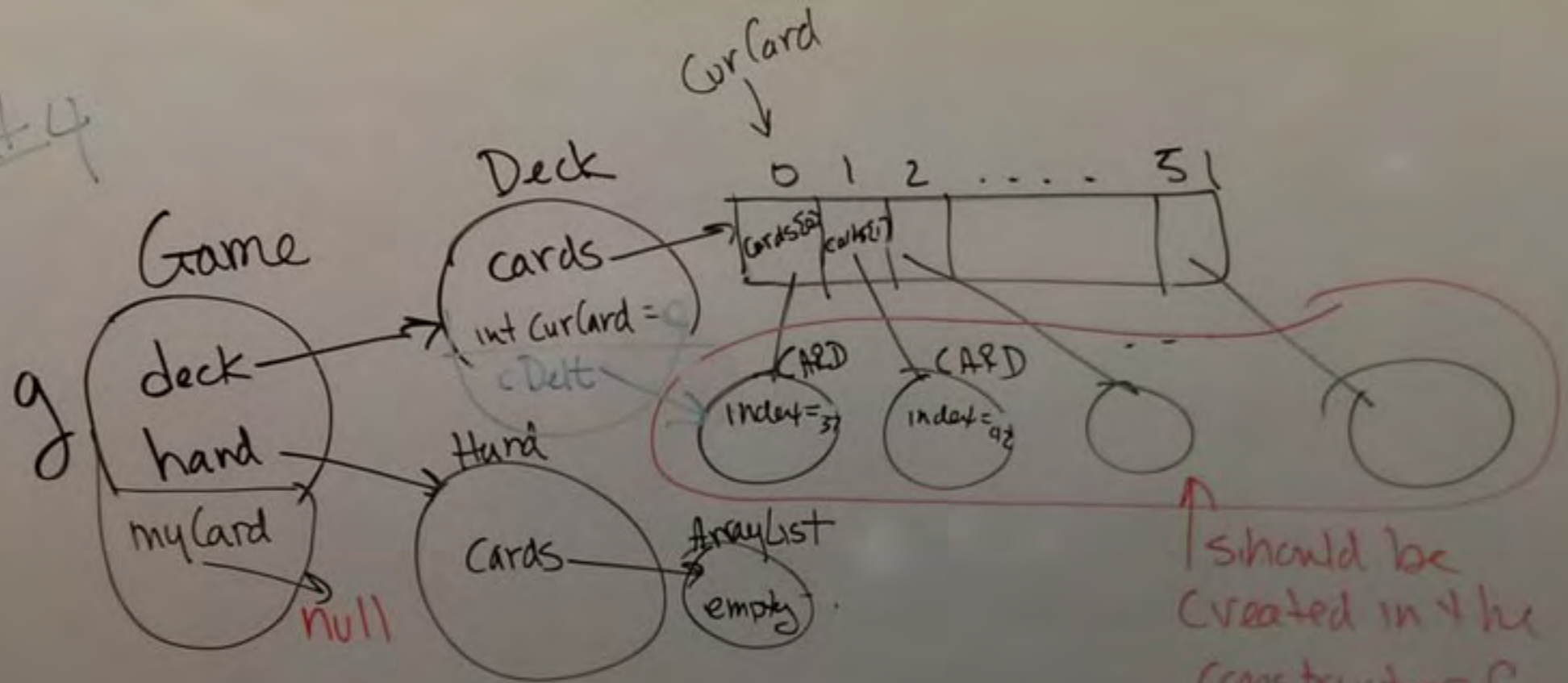


should be created in the constructor for Deck

```
for(int i=0; i < cards.length; i++)  
    cards[i] = new Card();  
}
```

the
le
numbered

#4

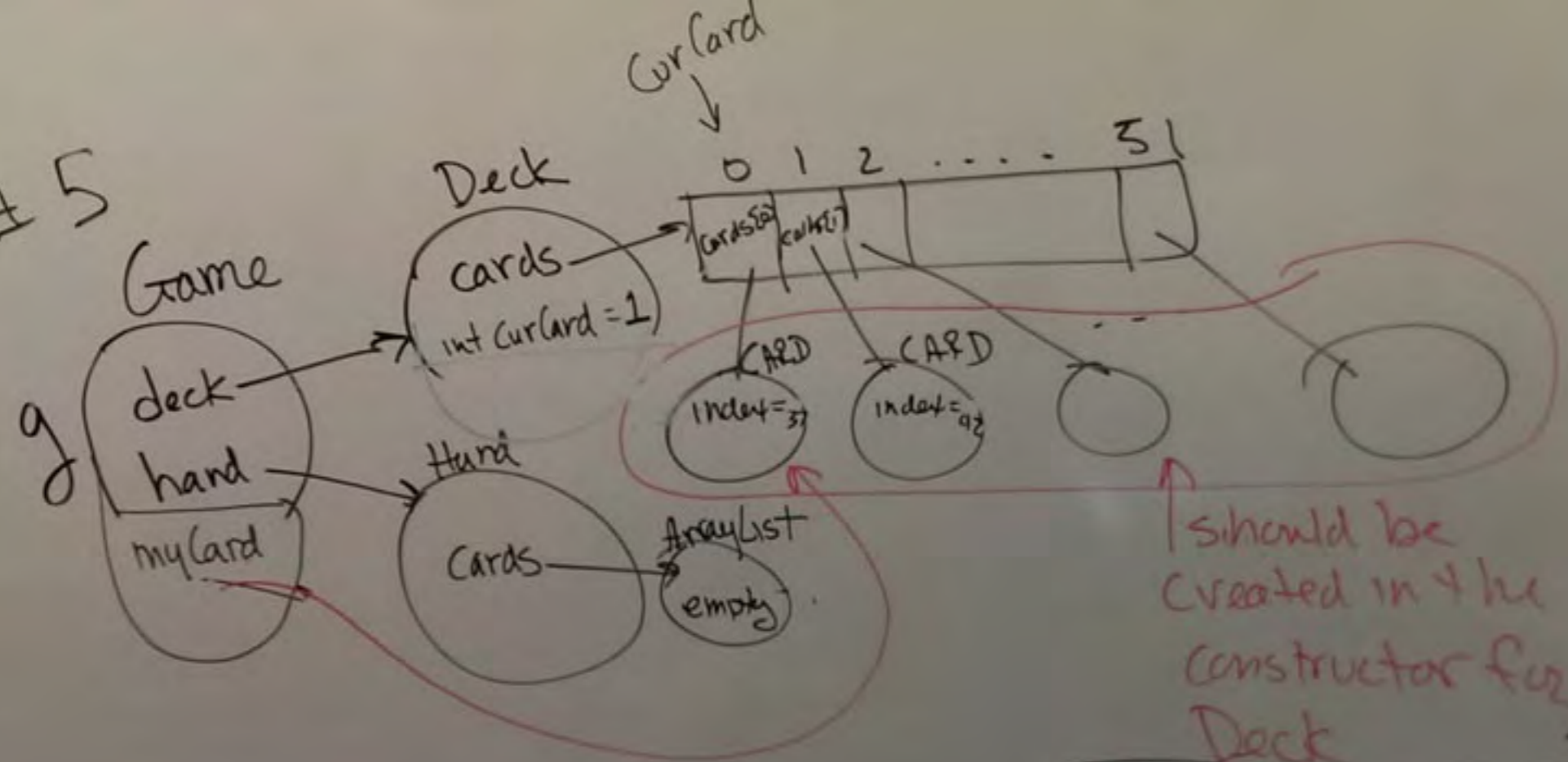


should be created in the constructor for Deck

```
for(int i=0; i < cards.length; i++)  
    cards[i] = new Card();  
}
```

ocl

5



should be created in the constructor for Deck

```

for(int i=0; i < cards.length; i++)
    cards[i] = new Card();
}
  
```

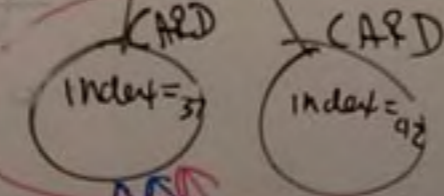
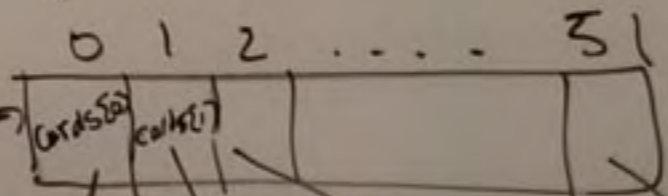
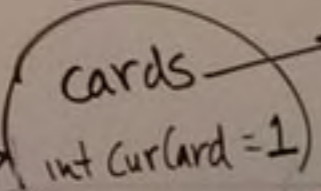

#6

CurCard
↓

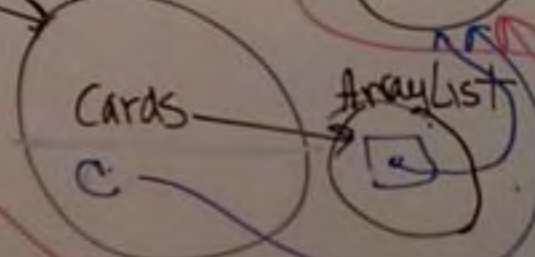
Game



Deck



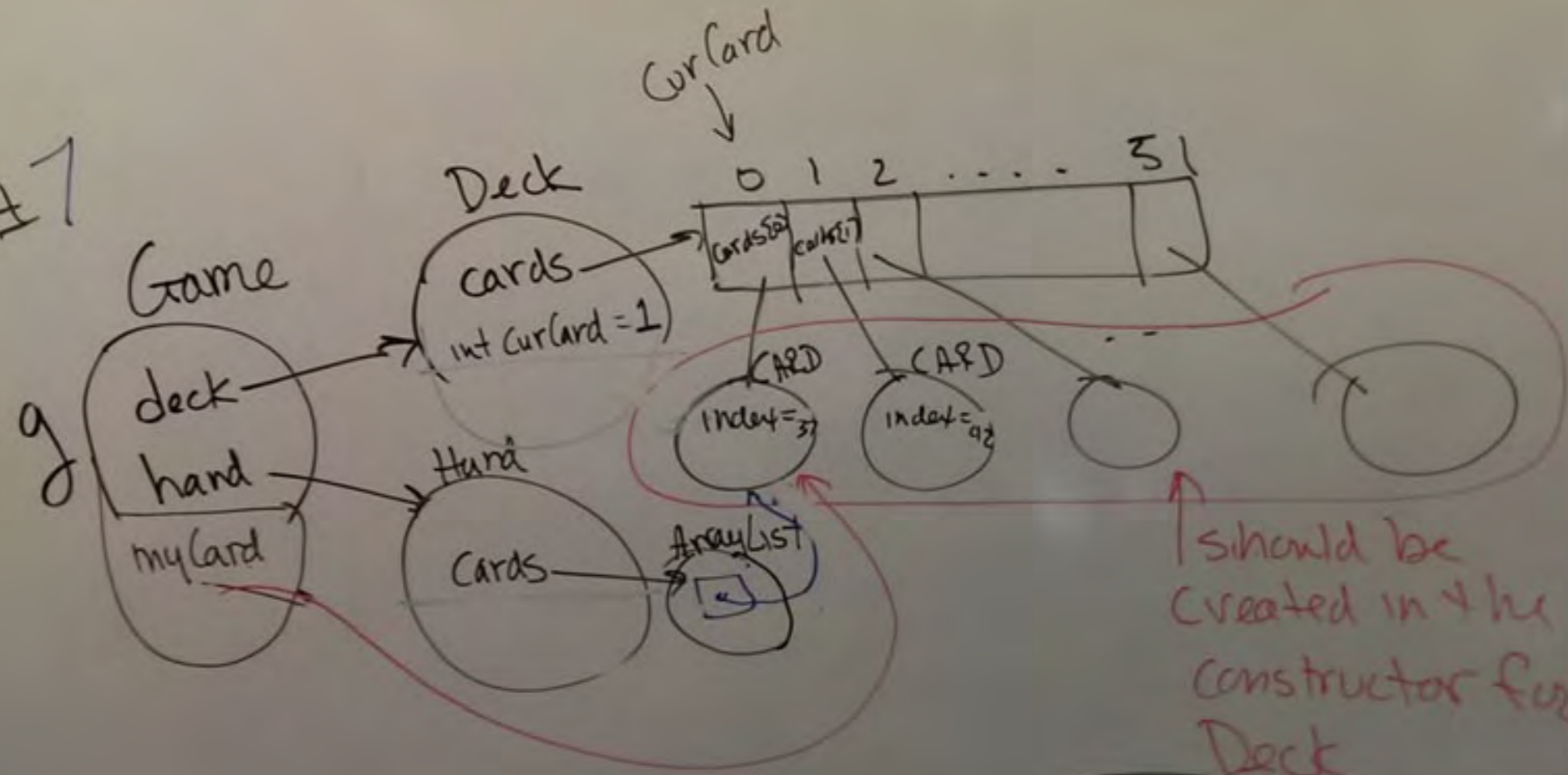
Hand



should be created in the constructor for Deck

```
for(int i=0; i < cards.length; i++)  
    cards[i] = new Card();  
}
```

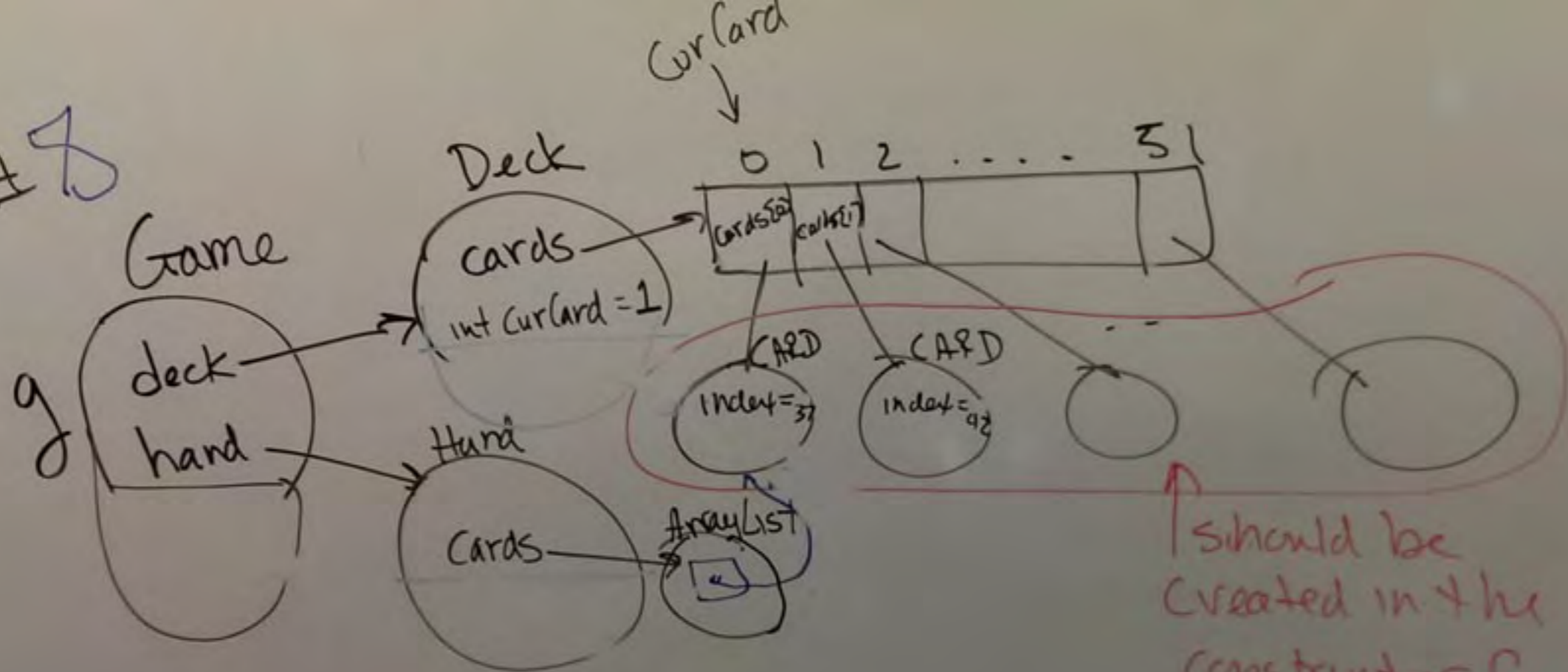
#7



should be created in the constructor for Deck

```
for(int i=0; i < cards.length; i++)  
    cards[i] = new Card();
```

#8



↑ should be created in the constructor for Deck

```
for(int i=0; i < cards.length; i++)  
    cards[i] = new Card();  
}
```