## CSI 31 Lecture 21 In-class Assignment

- **1.** Use our classes **MSDie**, **dieView** and **Button** to code the roll of four dice! Feel free to use and modify the code of **program.py**
- **2.** Implement a class to represent a playing card. Use this class diagram:

```
card

self.rank
self.suit

__init__(self, rank, suit)
getRank(self)
getSuit(self)
value(self)
```

**\_\_init\_\_(self, rank, suit)** is a constructor, with

rank: integer value in the range [1,13]
suit: single character "d", "c", "h", or "s"

"d" stands for diamonds, "c" stands for clubs, "h" stands for hearts, and "s" stands for spades.

getRank(self) returns the rank of the card
getSuit(self) returns the suit of the card

value(self) returns the Blackjack value of the card computed by:

ace:1

any face card: 10 number card: number

Save the definition of the class in the file card.py

Then grab the program from our webpage and run it: cardTesting.py