

```
package unit3;

/**
 *
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 */
public class deckOfCardsArray {

    public static void main(String[] args) {

        String[] deckOfCards = {"A of Diamonds", "2 of Diamonds",
                                "3 of Diamonds", "4 of Diamonds", "5 of Diamonds",
                                "6 of Diamonds", "7 of Diamonds", "8 of Diamonds",
                                "9 of Diamonds", "10 of Diamonds", "J of Diamonds",
                                "Q of Diamonds", "K of Diamonds"};

        int cardIndex = (int) (Math.random()*13);           //this yields 0-12

        System.out.println("You drew card index #" + cardIndex + " which is the " +
                           deckOfCards[cardIndex]);

        if(deckOfCards[cardIndex].equals("A of Diamonds"))
            System.out.println("Woohooo!!!!");

        deckOfCards[cardIndex]=null;
        System.out.println(deckOfCards[cardIndex]);

        cardIndex = (int) (Math.random()*13);           //this yields 0-12
        if(deckOfCards[cardIndex]==null)
            System.out.println("You drew the same card again!!!");
        else
            System.out.println("Your drew card index #" + cardIndex +
                               " which is the " + deckOfCards[cardIndex]);

    }
}
```