Question 5

Write code that uses Math.random and Math.round to simulate drawing a card from a 52-card deck, which has four different suits (hearts, clubs, spades, diamonds) and 13 different values (Ace, 2, 3, ..., 10, Jack, Queen, King).

Generate one random number in the range 1 ... 4 to represent the suit and one random number in the range 1 ... 13 to represent the value, and store them in integer variables called cardSuit and cardValue

You may assume that the numbers 1-4 correspond to hearts, clubs, spades, and diamonds respectively. You do not need to assign them!

Solution

var cardSuit: int = Math.round(3*Math.random()) + 1;
var cardValue: int = Math.round(12*Math.random()) +1;

trace("You drew a card with suit: " + cardSuit + " and with value " + cardValue)

//Note that I specifically ask you to store them in integer variables so you do need to include the datatype for a question like this!