Game

Deck
- cards
  - int curCard = 0

Hand
- Cards
  - ArrayList empty

CurCard

Cards
- CARD
- CARD

should be created in the constructor for Deck

for(int i = 0; i < cards.length; i++)
  cards[i] = new CARD();
Game
Deck
- cards
  - one CurCard = 0
  - Card
    - index = 3
    - index = 9
- Hard
  - Hard
  - Cards
    - ArrayList
      - empty

null

should be created in the constructor for Deck
for (int i = 0; i < cards.length; i++)
cards[i] = new Card()
should be created in the constructor for Deck

```java
for (int i = 0; i < cards.length; i++)
    cards[i] = new Card();
```
Number 6

Game
  ---
  deck
    ---
    hard
      ---
      myCard
        Card
          ---
          cards
            int curCard = 1

Deck
  ---
  cards
    int curCard = 1

Card
  ---
  index = 5

Should be created in the constructor for Deck

for (int i = 0; i < cards.length; i++)
    cards[i] = new Card();
Game
- deck
  - hard
    - myCard
  - cards
    - int currCard = 1

Deck
- ArrayList
  - Card
    - Index = 0
    - CARD
    - CARD

Each should be created in the constructor for Deck

```java
for (int i = 0; i < cards.length; i++)
    cards[i] = new Card();
```
Game
- deck
  - cards
    - int CurCard = 1
- Hand
  - Cards
    - ArrayList
- Deck
  - cards
    - int Index = 37
    - CARD
      - Index = 37
    - CARD
      - Index = 92

Should be created in the constructor for Deck:
```java
for (int i = 0; i < cards.length; i++)
    cards[i] = new Card();
```