Rust
COMP 4210
Spring 2026

Assignment 3

Write Rust crates that provide a **playing card** abstraction that can be used to create card games.

Card games are played with a **deck** of cards with a given set of attributes. Your design should include standard poker cards, UNO cards, Pit cards, and at least one more game of your choice.

Pay careful attention to your design of the crates and modules that you create so that common abstractions are also organized together in the appropriate places (for example, rank and suit). Also think about the appropriate use of traits and generics in your design.

In addition to having structs and/or enums representing the cards themselves, you should include an abstraction for a deck that includes at least shuffling and dealing as behaviors.

Be creative and have fun!!

Your goals for this project should be prioritized as follows:

1. A working solution that satisfies the above specifications, that provides a useful API for client programs to implement a variety of card games, and that includes a test driver (a main function) that demonstrates its functionality.

2. Your program should be written in such a way as to exploit the language features and styles of programming that are common to Rust.

3. Formatting: your code should be readable, have clarity, and be well-documented. It should also have your name at the top in comments.

You may feel free to use Rust features we haven't yet covered. However, all code you submit should be your own. Do not look at or in any other way use other students' code or use AI.

DUE: Friday, February 27 by 11:59 pm