```
#include <stdio.h>
#include <stdlib.h>
#include<string.h>

enum card { ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king};

enum suit {heart, spade, club, diamond};
typedef enum card cards;
typedef enum suit suits;
char* getValue(cards);
char* getSuit(suits);

int main ()
{
    char cardface[6];
    char cardsuit[8];
    cards deckface[] = {ace, two, three, four, five, six, seven, eight, nine, ten, jack,
        queen, king, ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen,
        king, ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king,
        ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, king};
    suits decksuit[] = {heart,heart,heart,heart,heart,heart,heart,heart,heart,heart,heart,
        heart,spade,spade,spade,spade,spade,spade,spade,spade,spade,spade,spade,spade,club,
        club,club,club,club,club,club,club,club,club,club,club,diamond,diamond,diamond,
        diamond,diamond,diamond,diamond,diamond,diamond,diamond,diamond,diamond};
    cards thecard;
    suits thesuit;
    srand(time(0));
    int i, c;
    for (i = 0; i <7; i++)
    {
        c = rand()%52;
        thecard = deckface[c];
        thesuit = decksuit[c];
        printf("%d the card is the %s of %s\n",c, getValue(thecard), getSuit(thesuit));
    }
    system("pause");
    return 0;
}


char* getSuit(suits s)
{
     char *string = (char *) malloc(sizeof(char) * 21);

        switch(s)
        {
            case heart:  strcpy(string, "heart");
                         break;
            case spade:  strcpy(string, "spade");
                         break;
            case club:  strcpy(string, "club");
                         break;
            case diamond:  strcpy(string, "diamond");
            break;
        }
     return string;
}

char* getValue(cards v)
{
     char *string = (char *) malloc(sizeof(char) * 21);


        switch(v)
        {
            case ace:  strcpy(string, "ace");
```

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                        break;
            case two:  strcpy(string, "2");
                        break;
            case three:  strcpy(string, "3");
                        break;
            case four:  strcpy(string, "4");
                        break;
            case five:  strcpy(string, "5");
                        break;
            case six:  strcpy(string, "6");
                        break;
            case seven:  strcpy(string, "7");
                        break;
            case eight:  strcpy(string, "8");
                        break;
            case nine:  strcpy(string, "9");
                        break;
            case ten:  strcpy(string, "10");
                        break;
            case jack:  strcpy(string, "jack");
                        break;
            case queen:  strcpy(string, "queen");
                        break;
            case king:  strcpy(string, "king");
                        break;
        }
    return string;
}
```