The *cards* Package

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Many statistics courses use cards as examples for presenting probability theory. The **cards** package provides tools for plotting of cards and card games, along with adaptable interactive examples for card-based probability exercises and games.

In this presentation we will demonstrate functions for generating randomized decks and graphically displaying cards. In addition we will demonstrate how the package can be used to create fully interactive card games (such as casino-solitaire) that record and report play statistics.