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""" cardGame.py
    basic card game framework
    keeps track of card locations for as many hands as needed
"""
from random import *

NUMCARDS = 52
DECK = 0
PLAYER = 1
COMP = 2

cardLoc = [0] * NUMCARDS
suitName = ("hearts", "diamonds", "spades", "clubs")
rankName = ("Ace", "Two", "Three", "Four", "Five", "Six", "Seven",
            "Eight", "Nine", "Ten", "Jack", "Queen", "King")
playerName = ("deck", "player", "computer")

def clearDeck():
    cardLoc=[0]*NUMCARDS

def assignCard(y):
    #cardLoc[random] = y
    keepGoing = True
    while keepGoing:
        random = randint(0,51)
        if cardLoc[random] == 0:
            cardLoc[random]= y
            keepGoing = False

def showDeck():
    print("Location of all cards")
    print("#          card          location")
    number = 0
    for i in range (len(suitName)):
        for k in range (len(rankName)):
            print (number , " " + rankName[k] + " of " + suitName[i] + " "
+ playerName[cardLoc[number]])
            number = number +1

def showHand(y):
    print()
    print("Displaying " + playerName[y] + " hand:")
    print()
    for i in range (52):
        if cardLoc[i] == y:
            print(rankName[i%13]+ " of " + suitName[i//13])

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def main():
    clearDeck()

    for i in range(5):
        assignCard(PAYER)
        assignCard(COMP)

    showDeck()
    showHand(PAYER)
    showHand(COMP)

main()
```