

Step 4: More Hands

There's usually more than one payer in a card game - so lets find out how to create more hands, and send cards to those hands too!

1:

First, let's create another instance of a hand object

```
otherhand = Hand(0)
```

2:

Create another function so that cards can be dealt to a different player:

```
def OtherDeal():
    takencard = mydeck._cards.pop(0) #pop the card from the list so we can hold it in memory
    to pull the value
    otherhand.handvalue += takencard._value # increase the value of the hand by the value of
    the card
    otherhand.cards.append(takencard)
```

Notice that this time, we refer to the otherhand - remember that because the other hand is an instance of a hand, it has its own value and list of held cards.

3:

Create another method that shows you the value of the other hand and what cards are in it

```
def ShowOtherHand():
    print (f"The cards in the other hand are {otherhand.cards}")
    print (f"The value of the other hand is {otherhand.handvalue} \n")
```

In a game you may not want to see this information, but for now we have it to show how the process works

4:

Let's test it!

This time, lets make two for loops - first to deal to you, then to the other hand. Then we can see the values of your hand and the other hand

```
ShuffleTheDeck() #always shuffle the deck before dealing!
for i in (1,2):
    MyDeal()
ShowMyHand()
for i in (1,2):
    OtherDeal()
ShowOtherHand()
```