OOSD Checkpoint 1.1

Due Friday Week 2 5pm

Exercise - BlackJack

Objective: Simulate a [Blackjack card game](https://en.wikipedia.org/wiki/Blackjack).

The program will:

1. shuffle the cards
2. ask the player if they would like to draw another card
3. play the "house" automatically
4. print simple output of each action

The output of the program can look like this:

Shuffling... done.  
You: 8 (total 8)  
House: J (total 10)  
Would you like another card? ->Y  
You: 8, Q (total 18)  
House: J, 9 (total 19)  
Would you like another card? ->Y  
You: 8, Q, 4 (total 22)  
House: J, 9 (total 19)  
You lost.

Technical hints:

* Python has a built-in functions to randomise a list. Feel free to use it.
* You'll need to define several classes, for example: Deck, Player, House