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In [3]: import random

class Card:
    def __init__(self, rank, suit):
        self.rank = rank
        self.suit = suit

    def __str__(self):
        return f"{self.rank} of {self.suit}"

class Deck:
    def __init__(self):
        ranks = ['2', '3', '4', '5', '6', '7', '8', '9', '10', 'J', 'Q', 'K', 'A']
        suits = ['Hearts', 'Diamonds', 'Clubs', 'Spades']
        self.cards = [Card(rank, suit) for rank in ranks for suit in suits]

    def shuffle(self):
        random.shuffle(self.cards)

    def draw(self, index):
        return self.cards.pop(index)

class Player:
    def __init__(self, name):
        self.name = name
        self.hand = []

    def draw(self, deck, index):
        card = deck.draw(index)
        self.hand.append(card)
        return card

    def show_hand(self):
        for i, card in enumerate(self.hand):
            print(f"{i + 1}. {card}")

    def discard(self, index):
        return self.hand.pop(index)

    def check_win(self):
        ranks_count = {}
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    for card in self.hand:
        if card.rank in ranks_count:
            ranks_count[card.rank] += 1
        else:
            ranks_count[card.rank] = 1
    if any(count >= 3 for count in ranks_count.values()):
        return True

    suits = [card.suit for card in self.hand]
    for suit in suits:
        for rank in ['2', '3', '4', '5', '6', '7', '8', '9', '10']:
            if suits.count(suit) >= 3 and all(Card(rank, suit) in self.hand for rank in [str(int(rank)+i) for i in range(3)]):
                return True

    for suit in ['Hearts', 'Diamonds', 'Clubs', 'Spades']:
        if suits.count(suit) >= 3:
            return True

    return False

deck = Deck()
deck.shuffle()

player1 = Player("Player 1")
player2 = Player("Player 2")

for _ in range(6):
    player1.draw(deck, 0)
    player2.draw(deck, 0)

print("Player 1's hand:")
player1.show_hand()

print("\nPlayer 2's hand:")
player2.show_hand()

while True:
    print("\nPlayer 1's turn:")

    draw_index = int(input("Choose a card index from the deck (1-6): ")) - 1
    player1.draw(deck, draw_index)
    print(f"Player 1 draws: {player1.hand[-1]}")

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discard_index = int(input("Choose a card index to discard (1-6): ")) - 1
discarded_card = player1.discard(discard_index)
print(f"Player 1 discards: {discarded_card}")

if player1.check_win():
    print("Player 1 wins!")
    break

print("\nPlayer 2's turn:")

draw_index = int(input("Choose a card index from the deck (1-5): ")) - 1
player2.draw(deck, draw_index)
print(f"Player 2 draws: {player2.hand[-1]}")

discard_index = int(input("Choose a card index to discard (1-6): ")) - 1
discarded_card = player2.discard(discard_index)
print(f"Player 2 discards: {discarded_card}")

if player2.check_win():
    print("Player 2 wins!")
    break

input("Press Enter to continue...")
print("\nPlayer 1's hand:")
player1.show_hand()

print("\nPlayer 2's hand:")
player2.show_hand()
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Player 1's hand:

1. 2 of Clubs
2. A of Spades
3. 4 of Hearts
4. 7 of Clubs
5. A of Diamonds
6. 3 of Diamonds

Player 2's hand:

1. 8 of Clubs
2. Q of Hearts
3. 5 of Diamonds
4. 5 of Spades
5. J of Hearts
6. 2 of Diamonds

Player 1's turn:

Choose a card index from the deck (1-6): 3

Player 1 draws: 7 of Hearts

Choose a card index to discard (1-6): 2

Player 1 discards: A of Spades

Player 2's turn:

Choose a card index from the deck (1-5): 4

Player 2 draws: 8 of Hearts

Choose a card index to discard (1-6): 4

Player 2 discards: 5 of Spades

Player 2 wins!

In []: