Comparing Poker Hands

Create a poker hand class that has a method to compare itself to another poker hand:

*Result PokerHand.CompareWith(PokerHand hand);*

A poker hand has a constructor that accepts a string containing 5 cards:

*PokerHand hand = new PokerHand("KS 2H 5C JD TD");*

The characteristics of the string of cards are:

Each card consists of two characters, where:

1. The first character is the value of the card: 2, 3, 4, 5, 6, 7, 8, 9, T(en), J(ack), Q(ueen), K(ing), A(ce)
2. The second character represents the suit: S(pades), H(earts), D(iamonds), C(lubs)

A space is used as card separator between cards

The result of your poker hand compare can be one of these 3 options:

*public enum Result*

*{*

*Win,*

*Loss,*

*Tie*

*}*

A tie results when the two hands are of the same type. For example if both hands have a pair, then it’s a tie.

If you have time, implement tie-breaker rules:

Straight Flush: highest rank at the top of the sequence wins

Four of a Kind: highest 4 of a kind wins

Full House: Highest 3 cards wins

Flush: highest ranked card wins

Straight: highest ranking card at the top of the sequence wins

Three of a kind: highest ranking 3 of a kind wins

Two Pair: highest pair wins

Pair: highest pair wins

High Card: highest card wins

Royal Flush: if you have a tie with a royal flush, one of you is going to be shot.

Ranking of hands:

