My cards are represented by a list of tuples where the first item represents the suit and the second item represents the rank. I chose this form of representation because it is the most compact form to hold the card data. It is also the easiest form for manipulation and evaluation of data. Later on, I’ll be able to make a large list of tuples to represent the player’s and PC’s decks.

I started out representing the cards with strings and then used a function that could transform the strings into ranks, but as the user would never need to type in the name of his card, that method proved unnecessary.

Cards are processed by examining the second value in their tuples (index 1) and comparing them; the higher one is the winner. The function get\_name can handle the same tuple data and transform it into a string. I built the get\_name function off of the function I had written to turn card names into ranks, so it was a fairly easy function to write. The string from get\_name can be inserted into outputs so the user can understand what card is represented by (1,4) and (3,14).