## 2.Playing Cards

Create a JS **factory function** that returns a Card object holding the card’s face and suit. Throw an error if the card is initialized with an **invalid** **face**.

* Valid card faces are: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A
* Valid card suits are: S (♠), H (♥), D (♦), C (♣)

Both face and suit are expected as an uppercase string. The object also needs to have a toString() method that **prints** the card’s face and suit **as a** string. Use the following UTF code literals to represent the suits:

* \u2660 – Spades (♠)
* \u2665 – Hearts (♥)
* \u2666 – Diamonds (♦)
* \u2663 – Clubs (♣)

### Input / Output

The factory function takes **two string parameters**. The toString() method of the returned object must return a string.

### Examples

|  |  |
| --- | --- |
| Input | Output |
| 'A', 'S' | A♠ |
| '10', 'H' | 10♥ |
| '1', 'C' | Error |