**Playing Cards**

Playing Cards have formed the basis of a number of games for at least 500 years.

A standard deck of playing cards has 52 cards, broken into 4 suits (clubs (♣), diamonds (♦), hearts (♥) and spades (♠)).

Each suit has 13 cards each.

Each suit has 3 face cards (King (value 13), a Queen (value 12) , and a Jack (value 11)). Ace is 1

Please design suitable classes to support

1. A single card

* With a value, and a suit, making full use of enumerated types
* including a ToString to display a card

1. A deck, consisting of the 52 cards

* shuffle, and a ToString (for demonstration purposes)

For a challenge, consider how, and where, you might support the following:

* deal (num of hands to deal, num of cards in each hand)

Everyone should design and implement the above using Windows forms, though initially this should be text based. For a challenge (for those with previous programming experience), include pictures of each card.