## Lab Goal :
This lab was designed to teach you more object oriented programming and how to write a larger game.

## Lab Description :
Write a Player class that extends the AbstractPlayer class. Show that Player works as intended by instantiating a Player in the main and displaying the Player information.

```
//define Player class



   //constructors




   //hit method
```

**Sample Output** ( PlayerTestOne.java )
```
toString
hand = [FOUR of HEARTS | value = 4
 FIVE of SPADES | value = 5] - 9


handValue
9


toString
hand = [FOUR of HEARTS | value = 4
 FIVE of SPADES | value = 5
 TWO of SPADES | value = 2
 TEN of HEARTS | value = 10] - 21


handValue
21
```