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

Lab Description :   Write an Abstract Player class that will be extended to create the Player class and Dealer class.   AbstractPlayer will contain all of the common methods from Player and Dealer. Show that AbstractPlayer works as intended by creating a working Player and Dealer.

```java
public abstract class AbstractPlayer implements Playerable
{
   private ArrayList<Card> hand;
   private int winCount;

   //constructors


   public  void addCardToHand(Card card) {

   }

   public  void resetHand(){

   }


   //set methods


   //get methods


   public String toString() {
      return " ";
   }
}
```