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

Lab Description :   Write a Dealer class that extends the AbstractPlayer class. Show that Dealer works as intended by instantiating a Dealer in the game class and using the Dealer to play a game of BlackJack.

```
public class Dealer extends AbstractPlayer
{
    private Deck deckOfCards;

    //constructor

    public void shuffle()
    {

    }

    //deal Card method

    public boolean hit()
    {

        return false;
    }
}
```
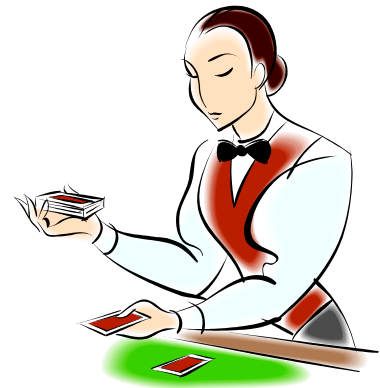
Files Needed ::
Card.java
BlackJackCard.java
Deck.java
AbstractPlayer.java
Player.java
Dealer.java
DealerTestOne.java

Sample Output (DealerTestOne.java)

```
PLAYER
Hand Value :: 16
Hand Size :: 2
Cards in Hand :: hand = [FIVE of DIAMONDS
 ACE of HEARTS]
-  # wins 0

DEALER
Hand Value :: 20
Hand Size :: 2
Cards in Hand :: hand = [TEN of DIAMONDS
 KING of DIAMONDS]
-  # wins 0

Dealer has bigger hand value!
```