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 Player 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 Player
{
      //define a deck of cards

      public Dealer() {
      }

      public void  shuffle()
      {
         //shuffle the deck
      }

      public Card  deal(){
         return null;
      }

      public int numCardsLeftInDeck()
      {
           return 0;
      }

      public boolean hit()
      {
         return false;
      }
   }
}
```

Sample Output (DealerTestOne.java)

```
PLAYER
Hand Value :: 16
Hand Size :: 2
Cards in Hand :: hand = [ACE of SPADES | value = 11
 FIVE of SPADES | value = 5] - 16

DEALER
Hand Value :: 17
Hand Size :: 2
Cards in Hand :: hand = [ACE of CLUBS | value = 11
 SIX of DIAMONDS | value = 6] - 17

Dealer has bigger hand value!
```