The exercise

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We'd like you to write a version of the children's game 'Snap'. This can be written

in a language of your choice. You should provide instructions of how to compile and run it

and either provide a link to your source code (such as on Github) or a zip containing

your work. However, it must be your best work and your code should be well written

and understandable.

It can be a simple command line app and we do not require a UI, but we'd like to see the

computer players play against each other in real time. For example:

George turns card 'AS'

Desmond turns card '8H'

George turns card '3C'

Desmond turns card '3D'

SNAP! Desmond is the winner!!

The computer players should simulate human players in that they have a 'think' time, in

that there is a random delay in turning each card. To decide the winner, the quickest

player will win, again this should be decided at random.

Rules

* 2 computer-controlled players
* Each player takes turns to turn one card from the deck face up. The cards are placed on top of each other so that you can see the previously turned card.
* If the value of the card matches the previous one, the quickest player to say 'Snap'is the winner and the game ends. Suits are not taken into account.
* If there are no more cards left on the deck, the game is over and is a draw.
* The game is also over when there is a winner, i.e. a match.
* Extra credit will be given for well tested code