Your goal with this assignment is to create a function(s) necessary to implement the code that will draw a playing card, with its suit and value, on the terminal screen. The code in Asgn3main.cpp is similar to what I will use to test your implementation is. NB: I may use different values and suit combinations than those provided in the Asgn3main.cpp.

To submit:

* Asgn3main.cpp

Requirements:

* Use enumerated classes for card's value and suit
* Do not duplicate code
  + If you write the same piece of code twice, turn that code into a function
* The format of your output should match the examples below
  + The card should have a double-line border
  + The value and suit should be in the upper left and bottom right corners of the card
    - There should be no space between the value/suit and the border
  + A card is 12 characters from side to side and 11 lines from top to bottom.
* All functions and enumerated types should be in Asgn3main.cpp

Example Output:

A picture containing background pattern

Description automatically generated A picture containing rectangle

Description automatically generated A picture containing rectangle

Description automatically generated A picture containing rectangle

Description automatically generated