```
import random

def generate_poker():
    """生成一副扑克"""
    card_num = [str(i) for i in range(2, 11)] + ['A', 'J', 'Q', 'K']
    poker = [j+i for i in card_num for j in ['黑桃', '草花', '方块', '红桃']] + ['大王', '小王']
    return poker


def suffer_poker(poker):
    """随机洗牌"""
    random.shuffle(poker)
    return poker


def dou_di_zhu(poker):
    """ 斗地主发牌"""
    farmer1 = []
    farmer2 = []
    farmer3 = []
    farmer4 = []
    landlord = []
    landlord_card = random.choice(poker)
    print(landlord_card)
    len(poker)
    dizhu_card = poker[-8:]
    for i in range(25):
        #print(poker)
        farmer1.append(poker.pop(0))
        farmer2.append(poker.pop(0))
        farmer3.append(poker.pop(0))
        farmer4.append(poker.pop(0))
    if landlord_card in farmer1:
        landlord = farmer1
        print('地主是{}'.format('farmer1'))
    elif landlord_card in farmer2:
        landlord = farmer2
        print('地主是{}'.format('farmer2'))
    elif landlord_card in farmer3:
        landlord = farmer3
        print('地主是{}'.format('farmer3'))
    elif landlord_card in farmer4:
        landlord = farmer4
        print('地主是{}'.format('farmer4'))
    landlord = landlord + dizhu_card[-8:]
    return (farmer1, farmer2, farmer3, farmer4, landlord)
```