Playing card 24 Tutorial

When testing our GUI, we started by creating a class PlayingCards24 where we generate four cards randomly. These cards are represented by a number either 2-10, ace, jack, queen, or king. From the following generated cards, we have them displayed where the cards add up to twenty-four. Also, implementing a refresh button feature where we shuffle the deck of cards to generate another four cards to the GUI display. Another feature added where the user enters an expression that utilizes these four cards once and only once, checking for twenty-four and as a result if the expression is correct the output would show this expression is valid.