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My solutions are found in the go_fish.py file.

Methods/Classes/Functions created:

- PlayerClass and all of its methods
- deal () function

I set out to create the different player classes as well as initiate any attributes that are needed. I first created the Player() class, a parent class for HumanPlayer() and ComputerPlayer(). I then initialized it with the following attributes: score, hand, and name (more details about these attributes can be found in the docstring). HumanPlayer() and ComputerPlayer() classes inherited these attributes, but the __init__ method for the ComputerPlayer() class was overridden to include a default name of "Computer". The Player() class also includes two simple methods (get_score() and get_hand()) used to return some attributes for when we start running the game. I also created the function deal(), which removed cards from the deck using the pop method and returns them to the player afterwards.

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