def turn1(hand1, hand2, card1, card2, card3):

score = 0

flush = 0

straight = 0

threeKind = 0

fourKind =0

pairCount = 0

full = 0

cards = [hand1, hand2, card1, card2, card3]

cards.sort(key = lambda x:-x[1]) #두번째 튜플로 내림차순 정렬

newcards= [x[1] for x in cards] #숫자중복제거

uniqueCard = list(set(newcards))

#print('--------------카드---------------')

#print(cards)

#print('-------------중복제거------------')

#print(uniqueCard)

#print('--------------결과---------------')

if cards.count('s') == 5 or cards.count('d') == 5 or cards.count('h') == 5 or cards.count('c'): # 무늬가 5장 같을 경우 ( 플러쉬)

flush = 1

for i in range (len(cards)): #포카드

x = cards[i][1]

if cards.count(x) == 4:

fourKind = 1

for i in range (0, (len(cards)-1)): #스트레이트 (5장의 카드가 연속)

if cards[i][1] - 1 == cards[i+1][1]:

if i == 3:

straight = 1

continue

else:

break

if cards[0][1] == cards[1][1] and cards[2][1] == cards[3][1]==cards[4][1]: #풀하우스

full = 1

elif cards[0][1] == cards[1][1] ==cards[2][1] and cards[3][1] == cards[4][1]:

full =1

for i in range(0, len(uniqueCard)): #트리플

x = uniqueCard[i]

if cards.count(x) == 3:

threeKind = 1

for i in range(0, len(uniqueCard)):

x = uniqueCard[i]

if cards.count(x) == 2:

pairCount += 1

if cards[0][1] == 14 and cards[1][1] == 13 and cards[2][1] == 12 and cards[3][1] == 11 and cards[4][1] == 10 and flush == 1:

return 10 #로얄플러쉬

elif straight ==1 and flush ==1 :

return 9 #스트레이트 플러쉬

elif fourKind == 1:

return 8 #포카드

elif full == 1:

return 7 #풀하우스

elif flush == 1:

return 6 # 플러쉬

elif straight == 1:

return 5 #스트레이트

elif threeKind == 1:

return 4 #트리플

elif pairCount == 2:

return 3 #투페어

elif pairCount == 1:

return 2 #원페어

else:

return 1 #하이카드

#test

hand1 = ('s', 7)

hand2 = ('d', 10)

card1 = ('s', 7)

card2 = ('s',7)

card3 = ('h', 10)

print(turn1(hand1, hand2, card1, card2, card3))