Poker Interface

Explanation of what is done currently:

* Input.txt file will contain data given by expert Poker players.
* Format of the Input.txt file is present in README.md file
* First parsing of the Logs are done in Game class then it call play method
* In Play method interface prompts choose a player
* Currently since we have only one input to consider I am just suggesting the user to just play moves given by expert players from the log
* In the end of the Game interface prints Game summary with probabilities
* This probabilities are calculated by library named deuces which uses a concept of Lookup Tables and basic probability to decide the winner after flop, turn and river.

Scalability and Flexibility which can be achieved through this system:

* Next versions it can accept more inputs and then let the interface judge the best move for the player and suggest it
* This interface will have two models instead of simple probability to calculate the best move
* One model will analyze the behavior of expert poker player betting wise for a particular hand type
* Other model’s Algorithm will run like this. It will calculate current hand strength and then use information of community cards, best case and worst case scenario then using Bayesian method to calculate the relative probabilities for the opponents.
* Using this probabilities we can calculated the hand strength of the current player then predict a move by using the first model’s output about the behavior of expert poker players in such situations.
* This can be achieved because interface has all the building blocks to achieve such a scalability and flexibility