Difficult Mechanization

* Determining best hand
  + Each type of hand will have a value associated with it; this ranges from the least valuable hand, a single high card, being assigned a 0 to the most valuable hand, a royal flush, being assigned a 9. The “Hand” class will have a method that calculates this value every time the cards in the hand change, and the value will be an attribute of each hand. The dealer will determine the hand with the highest value, and this will be considered the best hand. If there are two or more hands that tie, the hand with the highest card will be the best hand.
* Sequencing of the game between players
  + The sequence of the game will be handled by the dealer. The dealer will have multiple methods to determine whether the players are playing round one, exchanging cards, playing round two, or showing cards and determining the winner. The dealer will also handle the order of the players.

* Determining the order of play
  + The order that players will be allowed to take their turn is determined by the order that they join the game. The dealer will keep track of the order that players join the game, and this will be the order players will be dealt cards, be allowed to bet, be allowed to exchange cards, and show their cards at the end of the game.