

Card Game

You are given the following information:

- Below is the list of cards in ASCENDING orders (each card has alphanumeric and symbol):

2@	2#	2^	2*	3@	3#	3^	3*	4@	4#	4^	4*
5@	5#	5^	5*	6@	6#	6^	6*	7@	7#	7^	7*
8@	8#	8^	8*	9@	9#	9^	9*	10@	10#	10^	10*
J@	J#	J^	J*	Q@	Q#	Q^	Q*	K@	K#	K^	K*
A@	A#	A^	A*								

- Shuffle (randomize) the cards and display the result.
- Distribute ALL the cards in sequence to 4 players and display the result. Each player should have 13 cards.
- Evaluate the winner based on the following conditions:
 - Player with the highest number of cards with same alphanumeric part (i.e., K@, K#, K^, K*).
 - If more than 1 player has the same number of winning cards, the alphanumeric part with higher value won. If tie, the symbol part with high value won. Example:

Sample 1:	Player 1: K@, K#, K*	
	Player 2: A@, A#, A^	Winner
Sample 2:	Player 1: A@, A*	Winner
	Player 2: A#, A^	

- Show the winning result and player.

Remarks:

You can do it in any programming language that you are most familiar with, including console based or server side programming with simple user interface.