When playing a card game, the player's cards sit in their hand. So, we will add a Hand object to our project. The Player object has an aggregate relationship with the Hand object.

To-Do

1. Create 2 new packages in your project: **hand** and **helpers**
2. Download the following zip file: Assignment1.2Files.zip
3. Unzip the file from #2 and
   - Move the **Hand.java** file to the **hand** package
     - Here is the UML for Hand: Hand_UML.pdf
     - ***Note: the Hand class will show an error. This should not affect the running of the code. It will go away when we create a Deck object.***
   - Move the **PokerSolver.java** file to the **helpers** package.
4. In the Player class, create the aggregate relationship between Player and Hand. **How do we do that?**
5. Create a Driver program named **Assignment1_2** which will:
   A. Create an array of type Card with a size of 52 (the deck).
   B. Loop through the Card array and create the 52 Card objects.
   C. Shuffle the deck
   D. Loop through the deck array to Print the deck - **This should be printed in 13 columns**
   E. Create two Player objects using the following data:
      1. name: **FastFreddy**; id: **9765467**; bank: **$2,650**
      2. name: **OneEyedJack**; id: **2435573**; bank: **$1,400**
   F. Alternately deal 5 cards to each player.
      - Remember, the Player object **has-a** Hand object. You need to get it.
      - Read the Hand UML to find the method that adds new Card objects to the Hand.
   G. Use the players' hands in 5 Card Poker:
      - You will need to evaluate each of the hands **(there is a "long" way and a short way to do this)**
      - Display each player's name, their hand (cards) and the handDescr
      - Put a message that says which player (name) won or whether it was a tie
   H. Use the players' hands for Deuces Wild:
      - You will need to evaluate each of the hands **(there is a "long" way and a short way to do this)**
      - Display each player's name, their hand (cards) and the handDescr
      - Put a message that says which player (name) won or whether it was a tie

Note: Be sure to read the Hand Class' UML carefully. You will need to use it's methods for 5F, G, and H.