**BlackJack**

A standard *deck of cards* has 52 cards. The cards are split evenly into four *suits*: spades, hearts , diamonds and clubs . Two of the suits are colored red (hearts and diamonds) and two are colored black (spades and clubs).

Each suit has 13 "face cards". The face cards are the numbers 2 to 10, and the special symbols *Ace*, *Jack*, *Queen*, and *King*. The picture above shows an Ace of Hearts and a Jack of Clubs. The *value* of a number card is its number (so a 5 of Hearts is worth 5 points). The figure cards Jack, Queen, and King are all worth 10 points. The ace is worth either 1 or 11 points.

Blackjack is a card game, where you are the *player*, and the computer is the *dealer*. The goal of the game is to get as high a score as possible without going over 21.

At the beginning of each hand, the dealer shuffles the deck. Then, during the game, the dealer draws each card from the top of the deck.

The dealer begins by dealing two cards to you, the player, and then two cards to itself. It shows you both of your cards, but it only shows you one of its cards. Your current score is the sum of your two cards. It then repeatedly asks you if you want to draw another card, until either you say "no", hit 21 points, or go over 21 points. It then deals cards to itself. The computer draws cards exactly until it reaches at least 17 points.

If you go over 21 points, you lose immediately (and the game ends immediately, no more cards are dealt). This is the "house advantage", and is why casinos make money.

If you do not go over 21 points but the computer does, you win.

Otherwise, the winner of the game is the one with the most points. (If both point totals are the same, the game is a tie.)

**The main part**

* Represent a card as a tuple with three elements: the face, the suit and the value. For Instance:

🡺(8, 'Hearts', 8), ('Ace', 'Diamonds', 11), ('Jack', 'Clubs', 10)

* random.shuffle(deck) - shuffle (mix) all the cards into a random order. (You need to put import random at the beginning of your program.)
* During the game, keep two lists dealer and player that contain the cards in the dealer's and player's hand.
* deck.pop() - remove the last card from the deck

**Your work**

* Write down the codes for following functions
* create\_deck() - creates a list of all 52 cards, shuffles them, and returns the list;
* hand\_value(hand) - computes the value of the cards in the list hand;
* card\_string(card) - returns a nice string to represent a card (such as "King of Spades");
* ask\_yesno(prompt) - displays the text prompt and let's the user enter a string (using raw\_input). If the user enters "y", the function returns True, if the user enters "n", the function returns False. If the user enters anything else, the function prints "I beg your pardon!" and asks again, repeating this until the user has entered a correct string.