Create a simple card game.

Using a standard deck of card, i.e.

Hearts: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

Diamonds: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

Spades: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

Clubs: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

Where Hearts are worth 4, Diamonds are worth 3, Spades are worth 2 and Clubs are worth 1 times the numeric value of the card. E.g. A2 = 4 * 2 == 8 and C2 = 1 * 2 == 2.

Ensure that the deck is shuffled a number of times before dealing the cards to the players. Each of the two players is dealt 5 cards and each hand is evaluated against one another.

Use the following interfaces and classes for your program and implement all methods and attributes.

```
public interface ICard {
   char suit();
   int suitValue();

   String displayValue();
   int numericValue();
}

public interface ICardDeck<E> {
   E take();
   void add(E e);

   void Shuffle();
   ArrayList<ICard> Deal();

   int size();
   boolean isEmpty();
```

```
    int evaluate(ArrayList<ICard> h1, ArrayList<ICard> h2);
}

public class Player {

    private String _name;
    private ArrayList<ICard> _hand;

    public Player(String n) {
        _name = n;
    }

    public void acceptHand(ArrayList<ICard> hand)
    {
        _hand = hand;
    }

    public ArrayList<ICard> getHand()
    {
        return _hand;
    }

    public void showHand()
    {
        for (Iterator<ICard> it = _hand.iterator(); it.hasNext();) {
            ICard iCard = it.next();

            System.out.println(iCard.toString());
        }
    }
```

}