Bongo Poker Test

INSTRUCTIONS (Please read all the instructions before proceeding):

The goal of this test is to evaluate your Object Oriented Programming ability as well as your problem solving ability. Please keep this in mind when developing the code you will submit.

Please write a Java class called Deck to represent a deck of cards (https://en.wikipedia.org/wiki/Standard_52-card_deck) . The Deck class should offer 2 public methods: shuffle() and deal(int hands).

- shuffle()
    - This method should shuffle and return a list of the cards in the shuffled order.
- deal(int hands)
    - This method should deal out the number of hands specified by the input variable 'hands' and return the hands as a list.
    - The input value for 'hands' should be restricted to 2 to 5 inclusively.
    - Each hand should consist of 5 cards.

Remember, the design and structure of the code is the most important. Please make sure to develop with best practices and OOP in mind. If you need to create any helper classes and/or functions, please do so!

What to submit?
Please provide the source code for your classes along with any other information you think is relevant.

Myself and the Bongo team are eager to see your results.

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