from random import shuffle

class Card:

def \_\_init\_\_(self,suit,num):

self.suit = suit

self.num = num

deck = list()

suits = ['Diamond', 'Heart', 'Spade', 'Club']

nums = ['2','3','4','5','6','7','8','9','10','J','Q','K','A']

for suit in suits: #This is the code that actually makes a deck

for num in nums:

deck.append(Card(suit,num))

shuffle(deck)

for number in range(13):

for player in range(4):

#deal cards here using deck.pop()

print(deck.pop().num) #just to prove it works randomly =P

from random import shuffle

class Cards:

def \_\_init\_\_(self):

values = ['A', '2', '3', '4', '5', '6', '7', '8', '9', '10', 'J', 'Q', 'K']

suites = ['H', 'S', 'C', 'D']

self.deck = [j + i for j in values for i in suites]

def shuffle(self):

shuffle(self.deck)

def deal(self, n\_players):

self.hands = [self.deck[i::n\_players] for i in range(0, n\_players)]

c = Cards()

print c.deck

c.shuffle()

print c.deck

c.deal(4)

print c.hands