class Card(object):

FACES = {11: 'Jack', 12: 'Queen', 13: 'King', 14: 'Ace'}

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

self.suit = suit

self.rank = rank

def \_\_str\_\_(self):

value = self.FACES.get(self.rank, self.rank)

return "{0} of {1}".format(value, self.suit)

def \_\_lt\_\_(self, other):

return self.rank < other.rank

from itertools import product

import random

class Deck(object):

def \_\_init\_\_(self, ranks=None, suits=None):

if ranks is None:

ranks = range(2, 15)

if suits is None:

suits = ['Clubs', 'Diamonds', 'Hearts', 'Spades']

## self.deck = [Card(r, s) for r, s in product(ranks, suits)]

self.deck = []

for r in ranks:

for s in suits:

self.deck.append(Card(r, s))

def deal(self, n):

return random.sample(self.deck, n)

deck = Deck()

hand = deck.deal(3)

print(" - ".join(map(str, hand)))

if min(hand[0], hand[1]) < hand[2] < max(hand[0], hand[1]):

print("Winner!")

else:

print("Loser.")