Extra credit items which can be found in my code:

1. Figure out what sorts of things you don’t want to happen with decks of cards and add code to your class definition that raises an error message when the operation is invoked.
2. Have the restore function verify its argument is a list of Card objects
3. Write your own version of a method that makes a random permutation instead of using random.shuffle()
   1. Required me to use len(), random.random(), self.pop(), self. append(), and self.extend()
4. Add a second (optional) argument to the deal method that specifies the number of hands to create. For example, deal(5,2) will make 2 hands with 5 cards each, where the cards are dealt in the traditional fashion, i.e. alternate cards to each hand