Game 2

1. Create a class(s) to build a desktop for a card game. The desktop should have the following functionality. Use the BORDER LAYOUT.
   a. Position the human player in the SOUTH position.
   b. Create 3 computer players
   c. Deal each player a set of 7 cards.
   d. Cards should be created as buttons.   Computer buttons should not respond to clicks. Note: For our project, Crazy 8s, these cards will be face down.
2. Implement panes for the human player and each computer player. I recommend using the GridLayout for these panels, mine is implemented using 8 rows and 8 columns and vice versa. You can choose your own sizing.
3. Investigate using the getSource method on the ActionEvent for your listeners. This will allow you to create a listener that handles more than one button.
4. Allow the player to select a card to play. Each computer should randomly select a card to play. Display the cards played in the CENTER. The cards should be played in relative positions around the center of the table. If the user plays the high card, they win. Display an appropriate message that they win. If they lose, ask them if they want to try again.
5. Game should continue until the user declines to play again.