Card Game Implementation

executable class called CardGame, whose main method requests via the command line (terminal window) the number of players in the game (i.e. ‘n’), and on receiving this, the location of a valid input pack

Check that the pack file is valid (A valid input pack is a plain text file, where each row contains a single non-negative integer value, and has 8n rows)

Use the variables gathered from the console (number of players and the pack) to create a CardGame object.

Initialise the game by dealing out cards to both players and decks.

start the required threads for the players