MODULE: Cardobjects.py

Deck – Generic set of cards of any size

Property: cardcount – Int - # of cards remaining in the deck

Property: shuffled – Boolean – State of deck being shuffled

Method: shufflecards() – Shuffles the deck of cards

Method: takecard([int cardpos]) – tuple – takes card from position default=0

Method: addcard(tup cardtuple) – Adds a card to the bottom of the deck.

Method: showcards() – prints all cards in deck

DealerDeck() – Child of Deck

Property: deckount – int – returns number of decks in dealerdeck

Property: Aceshigh – bool – sets or returns value of aces

Method: makedeck([int decks=1],[bool aceshigh=true]) – Creates the dealer deck.

Method: cutdeck(int percent) – string - Cuts the deck at the percentage point

PlayerHand() – Child of Deck

Method: getallcards() – list – return all card tuples in hand in a list.

PokerHand (list - hand) – Assumes 5 card list.

Property: pokerhand – list [hand, highcard] - returns the evaluated poker hand of the list, and corresponding high cards.