```python
"""mthorman_cardgame.py
    CSCI-23000
    6/2/2017
    Create the beginnings for a python-based card game using a main function and
various other
    functions that will translate a card number to a card name, assign a card to a
given player,
    displays the location of every card, and prints the name of every card in a
given hand.
    """

from random import *



NUMCARDS = 52

DECK = 0

PLAYER = 1

COMP = 2



cardLoc = [0] * NUMCARDS

suitName = ("hearts", "diamonds", "spades", "clubs")

rankName = ("Ace", "Two", "Three", "Four", "Five", "Six", "Seven",

            "Eight", "Nine", "Ten", "Jack", "Queen", "King")

playerName = ("deck", "player", "computer")



def main():

  clearDeck()



  for i in range(5):

    assignCard(PLAYER)

    assignCard(COMP)



  showDeck()

  showHand(PLAYER)
```

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    showHand(COMP)


def clearDeck():

    # reset each card's location to zero


    for cardNum in range(NUMCARDS):


        cardLoc[cardNum] = DECK


def showDeck():

    # go through the deck and show each card


    for cardNum in range(NUMCARDS):


        print ("{}: {}".format(getCardName(cardNum), cardLoc[cardNum]))
    print()



def assignCard(location):
    #pick a random card number, set that card's location to location
        for cardNum in range(5):
            cardNum = randrange(NUMCARDS)
        while cardLoc[cardNum] == 0:
            cardNum = randrange(NUMCARDS)
            cardLoc[cardNum] = location


def showHand(hand):

    #given a hand, shows the names of all cards in that hand

    print ("Hand for player {}".format(hand))


    for cardNum in range(NUMCARDS):

        if cardLoc[cardNum] == hand:
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        print (getCardName(cardNum))


    print()


def getCardName(cardNum):

    #given a card number integer, return a string card game

    suit = cardNum // 13

    rank = cardNum % 13

    return ("{} of {}".format(rankName[rank], suitName[suit]))




if __name__ == "__main__":

    main()
```