**Card Hand (Group Work) Directions**

In this problem, you will write a program that can create a random hand of cards and then assign a total point value to that hand.

First, open **cards.py** – you will see that it contains one function, **get\_card**, which generates a random card. This file is a module that you can import to use this function! DO NOT COPY THIS CODE INTO YOUR FILE.

You will be working in **card\_starter.py** , which is already set up to import the **cards** module. You must keep these files in the same directory for this to work!

Your file needs to be able to create a hand of 5 random cards. We’re only concerned with the ranks (numerical values) of the cards – we don’t care about suit (Clubs, Diamonds, etc.), so our problem doesn’t model that.

The first function, **make\_hand** , should create a list of random cards. The function takes one argument, **num**, which is how many cards to make. Don’t write your own code for generating individual random cards! Instead, use the **get\_card** function from **cards.py**, which is already set up to do this. Once you create your random hand, sort it so it’s easier to see which cards you generate.

Once you have **make\_hand** working, move on to **hand\_value**. Here’s how to score a hand. The total number of points is based on pairs and face cards (Jack, Queen, King, Ace). Each pair is worth 20 points, but more than 2 of a kind isn’t worth anything, so make sure there are exactly 2. Then, each Jack, Queen or King (J, Q, K) is worth 5 points. Finally, each Ace (A) is worth 7 points.

Some example hands and their point values are shown below:

