**Worksheet 5: Card Game**

**Scenario**

A game developer has asked you to help build a card game. Your task is to allow the user to pick the cards from the deck.

1. **Random Numbers**  
     
   Type the following code to pick a random number between 1 and 4:  
     
   import random  
     
   randomNum = random.randint(1,4)  
   print(randomNum)
2. **Choosing a suit**  
     
   Define a function called chooseSuit(number).   
   This code MUST go in between the **import random** line and the rest of the program.  
     
   Inside the function use an **if..elif** block that will turn each number into a suit.

****

The function should return the value of suit at the end.

1. **Calling the function**  
     
   At the end of the program, call the **chooseASuit** function, passing the **randomNum** and storing the answer in a variable called **suit**.
2. **Card Value**  
     
   Define a function that will convert the values 1, 11, 12 and 13 to Ace, Jack, Queen   
   and King.  
   Capture the response in a variable called **value**.
3. **Finally**  
   The program should print “Your card is the 3 of clubs” (or something similar).  
   Make this happen 10 times.