Poker App

The program has been developed using following technologies
- Spring Boot framework
- Eclipse IDE
- Java

The code contains 4 java classes

Card.java - Contains card suits and values

Deck.java – have deck of cards (suits * value) and shuffling using random generator

Hand.java- It has functionality for hand evaluation, sorting of card values, hands comparison and display of hands.

PokerAppApplication.java – Entry point of Spring Boot application. Input is the number of Hands(player). Functionality to display total number of hands with original order of hands and order of hands evaluated as per poker rules.

Validations
- Values= [2,3,4,5,6,7,8,9, T, J, Q, K, A]
- Suits= [C, D, H, S]
- Immutable Hand.java class with 5 cards.
- Implemented toString() method to give a string representation of a Hand like

  <Hand[7H,8S,9C,JH,KS,]'high card'>
- Sorted list of Hands
- Hand Comparison

Following is the output example for 3 hands

```
2019-04-01 18:45:37.150  INFO 812 --- [
Total hands are : 3

Original Order of Hands
<Hand[4D,4C,5D,8D,AC,]'pair of 4's'>
<Hand[7H,8S,9C,JH,KS,]'high card'>
<Hand[3C,4H,4S,6S,JS,]'pair of 4's'>

 Order of hands as per poker
<Hand[4D,4C,5D,8D,AC,]'pair of 4's'>
<Hand[3C,4H,4S,6S,JS,]'pair of 4's'>
<Hand[7H,8S,9C,JH,KS,]'high card'>
```