Player Interface:

Players should implement the following operations to be called by the administrator:
1. start-game
   a. Called to indicated that a game is starting
   b. Called with no arguments
   c. This operation should return a number between 1-10 indicating the number they are choosing
   d. Contract: Once called, will not be called again until the current game finishes
2. keep-number?
   a. Called to ask the player if they would like to keep their number or change to the face-down card
   b. Called with no arguments
   c. This operation should return a Boolean
      i. True if the player wants to keep their number
      ii. False if the player wants to change their number to the face-down card
   d. Contract: Will not be called until start-game is called. Once called, will not be called again until start-game is called again
3. end-game
   a. Called to tell the player that the game has ended and whether they won
   b. Called with one argument, a Boolean
      i. True if the player won the game
      ii. False if the player lost the game
   c. No response is expected from the player
   d. Contract: Will not be called until keep-number? Is called. Once called, will not be called again until keep-number? Is called again

The player should connect to an administrator by calling connect with no arguments. The player should disconnect by calling disconnect with no arguments. The administrator will respond with True to both requests. Those functions are implemented by the administrator. Contract: The player will not call connect twice, or call disconnect before connect.