Modify the following program to play the dealer rule that requires a hit for a Blackjack hand valued at 16 or under.

import random

def genSuit():

suit = random.randint( 1, 4 )

if suit == 1:

return "Clubs"

if suit == 2:

return "Diamonds"

if suit == 3:

return "Hearts"

if suit == 4:

return "Spades"

return "Whoops!"

def genRank():

rank = random.randint( 1, 13 )

if rank == 1:

return "Ace"

if rank == 11:

return "Jack"

if rank == 12:

return "Queen"

if rank == 13:

return "King"

return str( rank )

def drawCard():

return genRank() + " of " + genSuit()

def test():

n = 0

while n < 10:

print( drawCard() )

n += 1

def value( card ):

position = card.find( " " )

rank = card[0:position]

# print( rank )

if rank == "Ace":

return 11

if rank == "King" or rank == "Queen" or rank == "Jack":

return 10

return int( rank )

def hand():

card1 = drawCard()

card2 = drawCard()

print( card1, ", ", card2, sep="" )

print( value( card1 ) + value( card2 ) )

def theGame():

hand()

hand()

theGame()