import random

Suits = [ "Clubs", "Diamonds", "Hearts", "Spades" ]

Ranks = [ 2, 3, 4, 5, 6, 7, 8, 9, 10, "Jack", "Queen", "King", "Ace" ]

def createDeck():

deck = []

for suit in Suits:

for rank in Ranks:

card = str( rank ) + " of " + suit

deck.append( card )

return deck

def shuffle( deck ):

for times in range( 100 ):

randomPosition = random.randint( 1, 51 )

# Swap the value in element 0 with the random position.

temp = deck[0]

deck[0] = deck[randomPosition]

deck[randomPosition] = temp

def deal( deck, nCards ):

hand = []

for n in range( nCards ):

hand.append( deck[n] )

return hand

def giveRank( card ):

# Find first space in card names of the form: <rank> of <suit>

space = card.find( " " )

rank = card[0:space]

return rank

def givClubseIndex( rank ):

if rank == "Ace":

return 12

if rank == "King":

return 11

if rank == "Queen":

return 10

if rank == "Jack":

return 9

return int( rank ) - 2

def countUsageInHand( hand ):

rankCount = [ 0 ] \* 13

for card in hand:

itsRank = giveRank( card )

# Map names of ranks on each card (as strings) into integers 0..12.

rankIndex = giveIndex( itsRank )

rankCount[rankIndex] += 1

return rankCount

def main():

playingCards = createDeck()

shuffle( playingCards )

fiveCards = deal( playingCards, 5 )

print( fiveCards )

rankCounts = countUsageInHand( fiveCards )

print( rankCounts )

main()