Write a program that allows a human user to play a single hand of "blackjack" against a dealer.

1. Pick two values from 1-10 for the player. These are the player's "cards".
2. Pick two more values from 1-10 for the dealer.
3. Whoever has the highest total is the winner.
4. There is no betting, no busting, and no hitting. Save that for real blackjack.

Sample Output:

Baby Blackjack!  
  
You drew 6 and 5.  
Your total is 11.  
  
The dealer has 7 and 3.  
Dealer's total is 10.  
  
YOU WIN