Write a program that models a deck of playing cards:

1. Construct a valid 52 card deck, with 4 suits and 13 cards (Ace through King) of each suit.
2. Shuffle the deck so that cards are randomly distributed (each run of the program should produce a different random distribution).
3. Deal a hand of five cards to five different players (build the hands by dealing one card from the deck to each hand, passing around the players 5 times).
4. Write the hands out to a text file with each hand sorted by value in ascending order (with Ace being the highest value)
5. Each card should be written out as value followed by suit:
   1. Values = **2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A**
   2. Suits = **H, D, S, C** (Heart, Diamond, Spade, Club)
6. Each card should be separated by a dash.
7. We are looking for object-oriented programming techniques: at a minimum you should have classes to represent a **Card**, **Deck** and **Hand**.

The resulting output should look like the following:

Player #1: 2C-3H-5D-9H-AS  
Player #2: 5C-8S-10H-QS-KC  
Player #3: 3D-8C-8H-9C-AH  
Player #4: 6H-7C-KD-AD-AC  
Player #5: 4S-4C-9D-10C-10S