

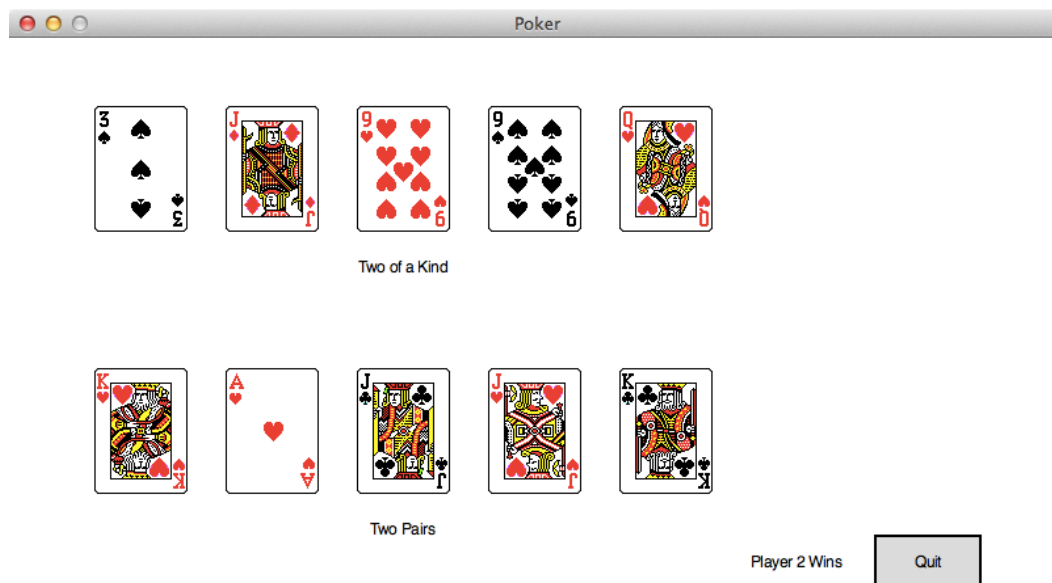
# CS160 Lab 7 Fall 2012

## Poker

### Due Friday 12/7/2012 at 12:01AM

Modify the `PokerHand.py` file to implement the `evalHand` method in the `PokerHand` class as described in the documentation string. For normal credit, your `evalHand` method may just return the constant for the hand. For 5 bonus points, have it return a tuple as described in the documentation string.

Create a file named `PokerGame.py` that uses the `PokerHand` class to display two 5-card hands of poker and indicates who wins. Note that the return value of `evalHand` is larger for the better hand. Use the `graphics` module and `Button` class to play the game and indicate who wins. Add a `Quit` button that the player of the game must press to close the window. Following is a screenshot of what your program must look similar to.



Submit your `PokerHand.py`, `PokerGame.py`, and `help.txt` files as attachments to one message with the subject CS160-1ATT or CS160-2ATT depending on your class time.