

# Create a class for a playing card

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- Create a new Python module (file) called `card.py`.
- Create the class `Card`.
- The constructor for this class takes two arguments:
  - a value for the card (between 1 and 10 included). This can only be a number, or a string that is a number (eg `"9"` or `9`)
  - a color for the card (a string, must be either `red` or `black`)
  - if these conditions are not respected, the constructor should raise an `AttributeError`
- Create the method `is_stronger_than`.
  - It receives an argument. If the argument is not an instance of `Card`, return `False`.
  - It returns `True` if the card received as argument has a lower value (regardless of the color), and `False` otherwise.

```
five_black = Card(5, "black")
ten_red = Card(10, "red")
ten_red.is_stronger_than(five_black)    # True (10 is stronger than 5)
```

You can use the `test_card.py` file to test your code.