**Card Game**

Program Details:

1. Here's how all the cards are listed in order (each card has an alphanumeric and special symbol).

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2@ | 2# | 2^ | 2\* | 3@ | 3# | 3^ | 3\* | 4@ | 4# | 4^ | 4\* |
| 5@ | 5# | 5^ | 5\* | 6@ | 6# | 6^ | 6\* | 7@ | 7# | 7^ | 7\* |
| 8@ | 8# | 8^ | 8\* | 9@ | 9# | 9^ | 9\* | 10@ | 10# | 10^ | 10\* |
| J@ | J# | J^ | J\* | Q@ | Q# | Q^ | Q\* | K@ | K# | K^ | K\* |
| A@ | A# | A^ | A\* |  |  |  |  |  |  |  |  |

1. Shuffle and display the latest sort.
2. The shuffled cards are evenly distributed to the four players (e.g. 1st card to player 1, second card to player 2, third card to player 3, fourth card to player 4, fifth card to player).1, and so on) and then display the result.
3. Find out the winner according to the following rules:

* Has the largest and most alphanumeric (i.e., K@, K#, K^, K\*)
* If more than one player has the same number of cards at the same time, the player with the highest alphanumeric portion wins. If two players each have two cards of the same set, the winner is the highest symbol For example:

|  |  |  |
| --- | --- | --- |
| Example 1: | Player 1: K@, K#, K\* |  |
|  | 玩家2: A@, A#, A^ | Winner |
| Example 2: | Player 1: A@, A\* | Winner |
|  | Player 2: A#, A^ |  |

1. Shows the winning players and the results.

Bonus points:

* Responsive Design
* Interface ideas

Remind:

The programming language used for frontend must be C#; or VueJS and backend must be Java Springboot.