

Poker hands

Problem statement

We want to write a program that receives a hand of 5 cards and returns the best poker hand you can make with those cards.

For simplicity, we'll assume cards have a value and a symbol. Values go from 1 to 10 and symbols are heart (H), spade (S), club (C) and diamond (D).

To start off, assume there are only 3 types of poker hands, from better to worse. Take into consideration you will have to add the other ones later.

The format of the cards are "ValueSymbol"

- Flush: 5 cards of the same symbol.
 - Input:
 - 10H (10 of Hearts)
 - 4H (4 of Hearts)
 - 2H (2 of Hearts)
 - 7H (7 of Hearts)
 - 9H (9 of Hearts)
 - Output:
 - Flush
 - Explanation:
 - There are **5 cards with the same symbol**. All the cards are of symbol Hearts.
- Three of a Kind: 3 cards with the same value.
 - Input:
 - 4H 3C 1S 4D 4S
 - Output:
 - Three of a Kind
 - Explanation:
 - There are **3 cards with the value 4**, 4H (4 of Hearts), 4D (4 of Diamonds), 4S (4 of Spades).
- Pair: Two cards with the same value.
 - Example:
 - Input:

- 3H 2H 8D 1D 8C
- Output:
 - Pair
- Explanation:
 - There are 2 cards with the value 8, 8D (8 of Diamonds) and 8C (8 of Clubs)

Return the best poker hand you have. For example. If you have a pair, return "Pair" or any structure that symbolizes you have a pair. If you have a three of a kind, return "Three of a Kind" or any structure that represents it.