**POKER GAME**

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**Algorithm:**

1. Create the 52 cards and assign the rank and set type to each card
2. Shuffle the 52 Cards
3. Each player selects 5 cards randomly.
4. The 5 cards selected will be compared with one of the 10 methods (Royal Flush, Straight Flush, Four of a kind, Full House, Flush, Straight, Three of a kind, Two Pairs, One Pair, High Card)
5. And each player will get the rank.
6. Among the ranks, the winner will be one with least rank in number

**Execution:**

Run the as java application, If the player wants to participate then enter1, or else player will lose the chance.

**Notes:**

As I have never played or known the game logic, it took a bit time to grasp the concept. After understanding the logic, it took one hour to complete code

**Output Screenshot:**