
Simple Poker game

X59064_en

Using the *Card*, *Deck*, *Hand*, *PokerDeck*, and *PokerHand* class definitions, write a *Player* class, a *Game* class, and a program to play a simple Poker game with any number of players.

In this simple poker game, each of the players deals a hand from a shuffled deck. Whoever has the highest Poker hand wins.

Your code should work correctly for hands that contain 5 cards.

Input

The input consist of two non-negative integers, the number of players and the number of cards per hand, followed by a shuffled deck of cards.

Output

For each player, print the player and the hand dealt by the player along with its classification, followed by a blank line. Print also the winner of the game.

Precondition

The number of cards in the shuffled deck is not less than the number of players times the number of cards per hand.

Sample input 1

```
2
5
Ace of Spades
Queen of Diamonds
Jack of Clubs
6 of Diamonds
5 of Spades
3 of Hearts
6 of Hearts
9 of Hearts
Jack of Hearts
Ace of Hearts
9 of Diamonds
King of Spades
King of Hearts
Ace of Clubs
Ace of Hearts
```

Sample input 2

```
1
5
Ace of Spades
Queen of Diamonds
Jack of Clubs
6 of Diamonds
5 of Spades
```

Sample output 1

```
Player 1
Ace of Hearts
Ace of Clubs
King of Hearts
King of Spades
9 of Diamonds
Two pair

Player 2
Ace of Hearts
Jack of Hearts
9 of Hearts
6 of Hearts
3 of Hearts
Flush

Winner: Player 2
```

Sample output 2

```
Player 1
5 of Spades
6 of Diamonds
Jack of Clubs
Queen of Diamonds
Ace of Spades
None
```

Sample input 3

```
0
5
Ace of Spades
Queen of Diamonds
Jack of Clubs
6 of Diamonds
5 of Spades
```

Problem information

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```
Winner: Player 1
```

Sample output 3

```
Winner: None
```