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## Dealing hands

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Using the *Card*, *Deck*, and *Hand* class definitions, write a *Deck* method named *deal\_hands* that takes two parameters: the number of hands and the number of cards per hand. It should create the appropriate number of *Hand* objects, deal the appropriate number of cards per hand, and return a list of *Hands*.

### Input

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

### Output

Print the cards in each hand followed by a blank line.

### Precondition

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

### Sample input

```
2
5
King of Hearts
Jack of Hearts
8 of Clubs
7 of Diamonds
8 of Hearts
Jack of Clubs
Queen of Diamonds
6 of Clubs
2 of Diamonds
King of Spades
8 of Spades
Jack of Diamonds
```

### Sample output

```
Jack of Diamonds
8 of Spades
King of Spades
2 of Diamonds
6 of Clubs

Queen of Diamonds
Jack of Clubs
8 of Hearts
7 of Diamonds
8 of Clubs
```

### Problem information

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