Implement a program to help you play Blackjack with your friends. Here’s how such a game might look:

The program above was run with the command:

```
java Program dgerman awhsu natford crichlin riwaters
```

The program also communicates with the user through a text window which prints at the end:

```
Game over.
1. dogbert[jh, 10d] 20
2. riwaters[ac, 6d, qc, 3h] 20
3. natford[10h, 3c, 2s] 15
4. dgerman[2h, jc, qh] 22 BUSTED!
5. awhsu[9d, 4h, kh] 23 BUSTED!
6. crichlin[7c, 7s, 9c] 23 BUSTED!
```

Here’s a description of the game (feel free to implement a reasonable variation of it).

The game is played with a Deck of Cards. A Card has a suit (A, 2, 3, ..., 9, 10, J, Q, or K) and a color (clubs, diamonds, hearts or spades). Each Card is also worth a number of points: suits from 2 to 10 are worth as many points as their suit number says while J, Q and K are worth 10 points. A is worth 11 points but it can be worth only 1 point sometimes (see below). A Deck contains all possible combinations of suit and color for a total of $13 \times 4 = 52$ cards.

A Game consists of a number of Players and a Dealer. The Dealer is like a Player but has a modified rule to determine if it requires more cards during the game or not. During the game each Player (including the Dealer) keeps their cards in a Hand. The Game starts with each Player (including the Dealer) getting two cards in their respective Hands. From here on the Players take turns starting with the Dealer: if the Player wants a new Card a new Card will transfer from the deck into the Player’s Hand. If not the turn goes to the next Player. A round in which no Player wanted a new Card ends the game.

Each round starts with the Dealer being asked if it wants a new Card. If the score in the Dealer’s Hand is 17 or above the Dealer does not want a new Card. For all the other Players yes/no must be typed in the text window in response to the question. Each Hand is scored by adding the number of points for each Card. If the number exceeds 21 any aces (A suit) that may be in the Hand could be counted as 1 (one) to obtain the maximum score less than or equal to 21 possible for that Hand. If the score such calculated is above 21 the player is BUSTED! and becomes inactive in the game and is never asked if it wants cards.

The round at the beginning of which the Dealer busts is the last round. Players are being asked if they want cards unless they’re busted. If the Dealer doesn’t bust the game ends after the round in which no Player can or wants to get more cards. The players including the Dealer are then sorted by number of points in their Hands as follows: players who have busted are listed after those who didn’t bust. When two players who busted are compared the lower score is better. The higher score is better when comparing players that did not bust. The game can end in a tie, like in the game above in which Richard and the Dealer (Dogbert) won and Natasha scored better than Adrian, Aaron and Courtney who busted.

Ideally the game can be watched on a Display (that uses JLabels on a JFrame) to keep the viewers updated on the state of the game. Optionally winners get a golden trophy icon in the Display. Where more than one winner exists all winners get the trophy, as shown above. In my interpretation (and any variation you may have in mind is just as legitimate if it doesn't oversimplify the game) the Dealer is just a regular Player when it comes to final classification (unlike in real Blackjack, as I have been told, where if the Dealer ties any other Player for highest number of points the Dealer is the sole winner).

Take your time, stay calm, work with care and do your best!

Best of luck. You can do it!