

You are to write an object-oriented Python program that allows a user to play a video poker game that uses dice. The base set of rules is as follows:

- A player starts with \$100.
- Each round costs \$10 to play. This amount is subtracted from the user's money at the start of the round.
- The player starts the round with five randomly rolled dice.
- The player gets two chances to enhance the hand by rerolling some or all of the five dice.
- At the end of the hand, the player's money is updated according to the following payout schedule:

Hand	Example	Payout
Two Pairs	4, 4, 3, 6, 6	\$ 5
Three of a Kind	2, 4, 1, 1, 1	\$ 8
Full House (a pair and a three of a kind)	3, 5, 5, 5, 3	\$ 12
Four of a Kind	3, 3, 3, 3, 6	\$ 15
Straight (1-5 or 2-6)	5, 2, 3, 1, 4	\$ 20
Five of a Kind	3, 3, 3, 3, 3	\$ 30

A text-based user-interface might go something like this:

```
Welcome to video poker!
You currently have $100.
It costs $10 to play. Do you wish to try your luck (y or n)? y
Roll 1 Dice: [6, 4, 4, 2, 4]
Positions:   1 2 3 4 5
Enter the positions of the dice you want to reroll (or Enter to stop): 1 4
Roll 2 Dice: [3, 4, 4, 4, 4]
Positions:   1 2 3 4 5
Enter the positions of the dice you want to reroll (or Enter to stop): 1
Roll 3 Dice: [2, 4, 4, 4, 4]
Four of a Kind. You win $15!
You currently have $105.
Do you wish to try your luck? y
. . .
```

For Extra Credit: Read about and implement a GUI interface using Python's Tkinter module for your video poker game.

You are to electronically submit and hand in hardcopies of:

- a one page overview of the design of your program and directions for running your program (file: design.txt)
- all of your program files, and
- the output produced by running your program. In Windows, IDLE has a File | Print Window menu options that you can use for a text-based game. (If you do a GUI, you'll need to do several screen captures and paste them into a Word or Open Office document)