Senior Division ACSL Poker

PROBLEM: A deck of playing cards has 52 cards. The cards are separated into 4 suits: diamonds, hearts, spades and clubs. Each suit has 13 cards that are labeled ace, 2-10, jack, queen and king. For this program diamonds will be numbered 1-13 to represent the cards ace through king, hearts will be numbered 14-26, spades wi

A PAIR – Exactly 2 cards with the same label but of any suit - example: a 5 of hearts and a five of clubs. This would be cards - 18 and 44.

TWO PAIRS – 2 different pairs – example: a 5 of hearts and a 5 of clubs and an 8 of spades and an 8 of hearts. This would be cards - 18, 44, 34 and 21.

THREE OF A KIND – Exactly 3 cards with the same label but of any suit – example: a 5 of hearts, a 5 of clubs and a five of spades. This would be cards - 18, 44 and 31.

STRAIGHT -5 cards with at least 2 different suits that have consecutive labels - example: 5 of hearts, 6 of clubs, 7 of spades, 8 of spades and 9 of spades. This would be cards -18, 45, 33, 34 and 35. Note that the ace follows the king in the ranking of the cards.

FLUSH – 5 cards of the same suit - example: 5, 6, 7, 8 and 9 of diamonds. This would be cards – 5, 6, 7, 8 and 9.

FULL HOUSE – A pair and three of a kind – example: a 5 of hearts, a 5 of clubs and a five of spades and an 8 of spades and an 8 of hearts. This would be cards - 18, 44, 31, 34 and 21.

FOUR OF A KIND – Exactly 4 cards with the same label – example: a 5 of hearts, a 5 of clubs, a 5 of spades and a 5 of diamonds. This would be cards - 18, 44, 31 and 5.

INPUT: There will be 5 lines of input. Each line will consist of 5 unique integers from 1 to 52 inclusive.

OUTPUT: For each line of input print the name of the highest hand possible. If no listed hand is possible, print NONE.

SAMPLE INPUT

- 1. 18, 44, 7, 21, 23
- 2. 18, 44, 31, 22, 38
- 3. 18, 44, 31, 34, 21
- 4. 18, 44, 31, 5, 9

SAMPLE OUTPUT

- 1. PAIR
- 2. THREE OF A KIND
- 3. FULL HOUSE
- 4. FOUR OF A KIND