One of the first motivations for the development of Probability Theory was the effort to analyze games of chance (and d

gambling on those games). We'll start there, too. Today's problems involve applying the counting methods we've learned to playing cards. A standard deck of cards contains 52 cards. Each card has a suit (spades \spadesuit , hearts \heartsuit , diamonds \diamondsuit , or club \clubsuit) and a rank $(2,3,\ldots,10,$ Jack, Queen, King, or Ace). Two of the suits are black (spades \spadesuit and clubs \clubsuit) and two are reconstructed (hearts \heartsuit and diamonds \diamondsuit). Generally, order doesn't matter for hands of cards.
1. How many different ways are there to shuffle a deck of cards?
2. How many different 5-card hands are there?
3. How many 5-card hands are all the same suit (in poker these are called flushes, or straight flushes if the cards have consecutive ranks)?
4. How many 5-card hands contain all four cards of some rank (four-of-a-kind)?

