

Create a web-based API for managing/dealing with a deck of cards. You are free to use whatever language, libraries, frameworks, and build tools you like. Think of the service as the dealer and the consumers of the API as the card players asking for cards. Please provide essential documentation on how to run and execute your API. There is no time limit for returning the code. Once complete, send it back to dev.interview@geniusmonkey.com with your full name as the subject.

Requirements

- The default sort order of the cards is [spades, hearts, clubs, and diamonds] and within the suits, they should be sorted [2 - 10, Jack, Queen, King, Ace]
- The deck should be initialized with all 52 cards in the default order when the service is first started.
- The system does not need to persist the state of the cards in any place other than memory so that the state will be lost during restarts.
- The system will keep track of the deck of cards dealt from and a discard pile of no longer in play cards.
- Web requests and responses can be handled in any format, i.e., JSON, XML, etc.

Requests

- Deal Card
 - Deals one card from the top of the deck
 - There is no need to track who the card was dealt to
- Shuffle
 - Randomize all the cards remaining in the deck. Do not place the discard pile back into the deck.
- Discard
 - This will allow a card player to place a dealt card into the discard pile.
- Cut
 - Specify a location to split the deck of cards into two and put the bottom half on top of the top half.
- Order
 - Order all the remaining cards in the deck into the default order
 - Leave the cards in the discard pile where they are
- Rebuild deck
 - Place the discard pile back into the deck and order the deck using the standard default order.
- Cheat
 - It allows a player to peek at the next card without dealing with it.