p1: dealHands.py

Write a Deck method called `deal_hands()` that takes two parameters: the number of hands and the number of cards per hand. It should create the appropriate number of Hand objects, deal the appropriate number of cards per hand, and return a list of Hands.

To test your method, create a deck, shuffle it and deal out 3 hands of 5 cards each. Your output should like something like this:

Dealt hands:
hand0: 2 of Spades, 8 of Diamonds, 5 of Diamonds, 10 of Diamonds, 3 of Hearts
hand1: 5 of Clubs, Ace of Clubs, 2 of Diamonds, 6 of Diamonds, 9 of Diamonds
hand2: 9 of Clubs, Jack of Hearts, King of Clubs, 2 of Hearts, Ace of Diamonds

You may want to add the appropriate special method `__str__()` to the Hand class to give you the hand description shown in the sample output.