NAME:

A playing card is either a Joker, or belongs to one of these four types: Spades, Hearts, Diamonds, or Clubs. Each type has a Jack, Queen, and King, along with the ten other cards labeled from 1 to 10. To represent playing cards we define the class `PlayingCard`.

1. What object data attributes will you use? Define the constructor.

   On input, the user may optionally provide type and value of a card. By default, if the user provides no type nor value, a random card will be returned.

   Provide a meaningful documentation string.

2. Define the string representation of a `PlayingCard` object.