* Everything is implemented with classes other than the main interface and the definitions of the classes are separated from their implementations
* **Operator overloading:** cout << operator is overloaded in Card.h. This allows the program to output a card, including the face of the card and the suit of the card.
* **Inheritance:** Used throughout the program. Deck.h inherits Card.h. Poker.h inherits Deck.h and Person.h. Blackjack.h and Slots.h inherit Person.h.
* **Polymorphism:** Used for the function interface(), which is set as a virtual function in class Casino and is overridden in each game class to implement the proper game.
* **Template:** Used
* All classes have constructor and destructor
* **Const and Static:** Const is used for get functions. Static is used for the variable deckCount, which keeps track of the deck position when dealing cards.
* **Vector:** Used for keeping track of cards in player’s hands, vector<vector<hand>>. Push\_back is used to add cards to a player’s hand.
* **New and Delete:** Used new in blackjack to create players and delete them if they choose to leave the game. Used in machine.cpp to create a “reel” for each game and deletes it at the end of the game.

Sample input:

Slots:

Choose game: 3 for slots

BlackJack:

Choose game: 2 for BlackJack

Number of players 2

Bet amount: 5

Hit:

Hit again: any number for no

Play again? 1 for yes

Poker:

Choose game: 1 for poker

Number of players: 2

Player 1 bet: 3 to raise

How much to raise: 50

Player 2: 2 to call

Repeat until game ends

Money is given to winner