

```
1
2 //here we construct how the player gets the hand, what they're score will be
  and the name.
3 import card from './Class deck.js'
4
5 class Player {
6   hand = []
7   score = 0
8   constructor(name) {
9     this.name = name
10  }
11  // we return the name of the player on the screen
12  getPlayerName() {
13    return `${this.name}`
14  }
15  // so the player can check they're cards we add a return for that too
16  checkHand() {
17    for (const card of this.hand) {
18      console.log(card)
19    }
20    return this.hand.length
21    //we use the push method to get an available card form the deck
22  }
23  getCard(card) {
24    this.hand.push(card)
25  }
26  //we use the pop method to element an item everytime the player uses a card
27  playCard() {
28    return this.hand.pop()
29  }
30  //everytime the player gets it right they get a score increase
31  increaseScore() {
32    this.score = 1
33  }
34  // and at the end of it they're able to recieve what they're score will be
  by the end of the game
35  getScore() {
36    return this.score
37  }
38 }
39 // all of these are used display whether the player can pick up,recieve,play,
  and check their hand.
40 console.log(`${player1.getPlayerName}`) received ${deck.deal()})
```