This week we were able to meet as a team to be able to work on the task of making said game as a team, it was quite interesting how we were able to apply the principle of abstraction in this assignment, since we had the main idea and thanks to that we were able to establish that idea developed in simple steps and simple parts, since we divided the ideas and principles that we would use into parts, and thus in this way we could divide the work so that each one completed a step of the game and thus in the end we could detail each part and be able to unite all the parts that were developed by steps, in order to fulfill the assignment, in my case I worked on the response that the program would give if the person managed to take correctly or if he could not take the next card, so we were able to establish a part of the program and make it simpler as it teaches the principle of abstractions

We used the abstraction to be able to establish in specific steps a class called game logic that oversaw being able to run the game and carry out its logistics step by step, in this class we made different definitions that were in charge of being able to carry out the game step by step. In total we use 1 class and 8 def.