The program that we made had 2 classes and 7 definitions. We used a class to be the director and another class for the cards, a management of the gameplay of the code, and another management of how the actions and input processing are carried out by the user, it was Quite useful since it allowed us to divide the general objective into separate parts that would take care of different areas and so one could focus more effectively, it also allowed us to work in steps so that in the end we could complete the objective of having the game. Each object had a specified value of each element to be used in the code, which allowed for everything to be clean and clear for everyone.