```
#include <iostream>
#include <random>
#include <string>
using namespace std;
int player = 0;
int dealer = 0;
string playerMessage = "Las cartas del jugador son: ";
string dealerMessage = "Las cartas del dealer son: ";
int cards[52];
void createDeck() {
  int cardValue = 2;
  int cardCount = 0;
  for (int figure = 1; figure <= 4; figure++) {
     for (int card = 1; card <= 13; card++) {
       switch (card) {
          case 10:
          case 11:
          case 12:
            cardValue = 10;
             break;
          case 13:
            cardValue = 11; // El As puede valer 11
             break;
          default:
             break;
```

```
}
       cards[cardCount] = cardValue;
       cardCount++;
       cardValue++;
     }
    cardValue = 2;
  }
}
int drawCard() {
  random_device rd;
  mt19937 gen(rd());
  uniform_int_distribution<int> dist(1, 52);
  int card = dist(gen);
  return cards[card - 1];
}
void initGame() {
  player = drawCard() + drawCard();
  cout << playerMessage << player << endl;
  dealer = drawCard() + drawCard();
  cout << dealerMessage << dealer << endl;</pre>
}
void validateGame() {
```

```
if (player == 21) {
     cout << "¡Ganaste con 21 puntos!" << endl;
  } else if (player > dealer && player <= 21) {
     cout << "Ganaste" << endl;
  } else if (player == dealer) {
     cout << "Empate" << endl;
  } else {
     cout << "Perdiste" << endl;
  }
}
int main() {
  createDeck();
  initGame();
  validateGame();
  return 0;
}
```