

```
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;
}

```

```

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;  
}
```