#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;

}

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;

}