How did you use classes and objects in the completed program?

Using classes during the whole program is very important, it helped me define the type of data and functionality that its object will have. During the program I used 3 different classes:

public class Card{

public int value1 = 0;

public int value2 = 0;}

public class Dealer{

List<Card> cards = new List<Card>();

bool isPlaying = true;

int score = 0;

int totalScore = 300;

string deck1 = "";

string deck2 = "";

string answer = "";}

class Program{

static int Main(string[] args) {

Dealer dealer = new Dealer();

dealer.StartGame();

return 0;

} }

Each class had different objects and they worked on different things during the program, that way I was able to write a fully functioning code, each class execute a different set of instructions during the game and when it comes together, that it ultimately what the users see.