Class Player

private:

std:: string name;

std:: string guess;

int point;

public:

player();

player(std::string name);

void makeGuess();

void addPoint(int);

std::string getName();

std::string getGuess();

~Player();

Class Player

private:

std::string name;

int speed;

public:

car(std:string name = “”,

int speed = 00)

{

name = “”;

speed = 00;

}

void setName(std::string name);

std::string getName();

int getSpeed() const;

~Car();

Class Dealer

private:

Dice dice1;

Dice dice2;

int dice1Value;

int dice2Value;

public:

Dealer();

void rollDice();

string getEvenOrOdd();

int getDice1Value();

int getDice2Value();

~Dealer();

Class Dice

private:

int sides;

int value;

public:

Dice(int = 6);

void roll();

int getSides();

int getValue();

~Dice();