

Variable Type	Name	Line
int	winc	10(winTracker.h)
	cardValue	9(card.h)
	dtotal	29
	ptotal	30
	dc	31
	pc	32
	chk	33
	dcp	34
	pcp	35
	aceChoice	36
	dh	121
	ph	149
	n	283
	s	284
	ac	355
string	cardName	8(card.h)
	suit	10(card.h)
	choice	28
char	resultMessage[7]	233
	gameName[9]	234
	*readArray1	236
	*readArray2	237
	result[]	373
	*arr	421
enum	gameResult	11
card	player[10]	24
	dealer[10]	25
winTracker	gameResults	27
	s	372