

Variable Type	Name	Line	NOTE: LINE IS IN MAIN UNLESS OTHER FILE IS STATED			
int	cardValue	card.h, 12				
	cip	hand.h, 12				
	score	hand.h, 14				
	df21	hand.h, 18				
	aceResult	player.h, 9				
	chk	43				
	dcp	51				
	pcp	53				
	aceChoice	55				
	ac	player.cpp, 8				
	hsh	457				
	largest	357		<- in blackjack_implementation.cpp		
	l	358		<- in blackjack_implementation.cpp		
	r	359		<- in blackjack_implementation.cpp		
	h	481		<- in blackjack_implementation.cpp		
	l_height	AVLTree.h: 48, 61				
	r_height	AVLTree.h: 49, 62				
	max_height	AVLTree.h: 50, 63				
	bal_factor	AVLTree.h: 118				
	V	Graph.h: 11				
	weight	Graph.h: 78				
unsigned int	hash	469		<- in blackjack_implementation.cpp		
string	cardName	card.h, 11				
	suit	card.h, 13				
	choice	49				
enum	gameResult	21				
gameResult	winc	20		<- in blackjack_implementation.cpp		
bool	res	hand.cpp: 16, 29, 42				
	lt	card.h: 41, 50				
Card	hold	77		<- in blackjack_implementation.cpp		
	hold	hand.cpp, 7				
Hand	Dealer	47				
player	p1	45				
list<Card>	cards	hand.h, 16				
	played	393		<- in blackjack_implementation.cpp		
list<string>	arr	459				
list<pair<int, int>>	adj	Graph.h: 15				
vector<Card>	deck	76		<- in blackjack_implementation.cpp		
	gameName	367				
vector<int>	dist	Graph.h: 49				
stack<Card>	deck2	346		<- in blackjack_implementation.cpp		
	deck	59				
map<int, char>	resultMessage	364				

queue<Card>	winningHand	432				
set<int>	played	397		<- in blackjack_implementation.cpp		
set<paor<int, int>	setds	Graph.h: 45				
iterator	it	hand.h: 27, 34, 42, 49, 57, 64, 71, 81, 92				
	i	364	Graph.h: 72			
AVLTree<Card>	winningHand	425				
string	arr2	458				
	val	466				
	cities	Graph.h: 100				
Graph	g	473				
BNTnode<T>	root	AVLTree.h: 20				
	temp	AVLTree.h: 72, 84, 107				
	left	BNTnode.h: 16				
	right	BNTnode.h: 17				
T	data	BNTnode.h: 15				