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

In the Hilo game program, I used two class objects: class Card and class Director. I separated the program into separate files, each object in its own python file and I was able to call and reuse the methods to allow the player to keep playing if they choose to continue playing. The game starts in the \_\_main\_\_.py file which imports the Director object to start the game. The Director imports the object Card from the Hilo.py file using a while loop for all true conditions of play on, else the game is terminated when the player chooses no or has zero points. The Director updates the player’s score by comparing the card number (1 to 13) with their guess (higher or lower), 100 points are awarded for correct guess and 75 subtracted for an incorrect guess.

A screenshot of a computer

Description automatically generated