Game Definition:

The person who will collect all of the cards on the deck will win.  
we have 52 cards, we shuffle it and we divide it into two 26. Then each of the players will show their cards one by one together, if the number of the cards is higher than the other the associated player will won and will have both of the cards. Then if the two cards have the same number, each player will draw three cards from their deck, face down, and put it aside, then they draw another one, if this card is higher than the opponent, the player will win 5 cards (plus his own cards). If not looses, tie again, again they must draw three other cards and so on.

So how many classes do we have for this game?

First we need to have cards

🡪 So one class for cards --🡪 number is not a class, It is the property of the cards

Then cards also are separated into 4 suits.

* So another class is suit

Then the other class is the player which either is the player or the computer

-🡪 so player

Then the other class is deck. Each player has its own deck

* Deck: we are making this, since it always does the same thing when we are playing the game over and over again, so we don’t want to write the code each time.

we can even have two classes of this, one the whole 52 cards, the other when it will be devoted 26 to each player

So basically we have to know what objects do we have. Then we can see can we write classes for it or not..

We can add another class called Win, although it can also be written inside the main code

Make 52 cards

Shuffle them, divide them between the two players

Then player 1, and two, should draw one,

Show their cards and their corresponding suit and value

Then who wins?

The definition of the king, queen, etc

Then if tie?

When game is finished?