

```
1  #ifndef MAIN_H
2  #define MAIN_H
3
4  #define MAX_DECK_SIZE 52      // number of max cards in the deck
5  #define MAX_CARD_HAND 11     // 11 cards max. that each player can hold
6  #define MAX_PLAYERS 4        // number of maximum players
7  #define MAX_STR_SIZE 100
8
9  #endif
```