

Player
+ points: int
+ guess: str
+ decision_to_keep_playing: bool
+ earn_100_points():
+ lose_100_points():
+ guess_next_card_higher_or_lower(): str
+ get_current_points(): int
+ decide_to_keep_playing(): bool

Dealer
+ first_card: int
+ next_card: int
+ card_between_1_and_13(): int
+ display_card(int):
+ set_first_card(int):
+ set_next_card(int)
+ compare_first_and_next_cards(int, int) str