**Making Deck a vector**

* Why it needs to be a vector not an array
* Make class inherit from vector
* Using unique\_ptrs
* Converting to push\_back card values

**Making the dealer**

* Basic functionality to draw and shuffle
* Ownership of the deck – no public access
* Deal
* Shuffle

**Deck as a private class**

* Making everything private including the constructor
* Making dealer a friend

**Testing our work**

* Utilities function to print output