**1.**

**Introduce colours.h and then WINDOWS API**

**demonstrate in solution.cpp**

**remove code**

**2.**

**add colour param e.g red and get\_colour**

**in DEALER::score\_hand set colour before printing**

**demo and question any problems - what if we want each player to be a different colour**

**- we don't want players with no colour set**

**- we don't want players colours changing - use example of player name**

**Add colour param to player constructor**

**3.**

**Now attack the code in DEALER::score\_hand, any problems?**

**- What if we want to print player name somewhere else?**

**- What if we want to print the card colour depending on suit?**

**4.**

**Welcome to inheritance! Describe inheritance**

**create printable\_object class**

**make player inherit from printable object**

**constructor with parameter - constructors**

**demonstrate build error, fix for all players**

**add print method which calls set colour write\_to\_console return to default**

**pure virtual member called write\_to\_console() etc - private, because we only want to expose print!**

**static function and storing the windows API call in a default parameter**