In the project, I was the main team member who implemented the project. I knew how to play poker and knew how to code in Python. In a way, I was a mentor as well for my team partner. What I implemented was the Card class, the Deck class, the Calc class, and the Holdem class, and main. The other classes , Player, Dealer, Table, and FiveCard were done my Bradley, I only made edits, added, or deleted a few things to those classes, due to bugs or complicated function implementations. Overall, we did fine together. Sometimes I did go a little overboard and did too much work, but had to step back a few times so he could contribute, since he wanted to learn more about Python and how to implement in Python. I do feel somewhat bad about going overboard on the implementations, but we both implemented the project together and created a poker program using object-oriented programming, which is mainly a Texas Hold'em and a five card draw program.