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Hello, First of all, I progressed throughout the project with help from some sources.

Sources I got help from: Lecture Slides, Github, Chatgpt and YouTube videos.

First, I created the **main** class that provides the main control point of the game and renamed it **"Oyun".**

Then, I created a **Kart** class that contains the basic features of the cards to be used in the project and defined the color, number, "flip" and "double" features of each card in this class.

I added methods (getRenk(), getNumara(), isFlip(), isDouble()) that represent the properties of the cards. I wrote the toString() method to show the information of the cards and added the kartOlustur() method to create random cards.

Then, I created the **Destesi** class, where the cards are collected in a deck and this deck is managed, and I defined the number of cards in the deck and the array (deck) in which the cards are kept. I wrote the olusturVeKaristir() method to create and shuffle the deck from scratch. I added the kartCek() method, which performs the card draw from the deck, and the deck class. for last

I created a karistir() method to shuffle the cards.

Next is the **Oyuncu** class.

I created a **Oyuncu** class that manages players' status during the game and defined properties such as the Player's name, board, and total score.

I added methods that perform operations such as adding cards, clearing the board, checking for bust status, and adjusting the total score.

And we come back to the **main** class, the **"Oyun"** Class.

I wrote the necessary methods to start the game, distribute the cards, receive player moves and determine the results of the game. The "Scanner" class was used to receive moves from the user.

During the game, I performed operations such as drawing cards, holding cards and playing cards, and

According to the game results, the winner was determined and the necessary information was given to the user.

What did I do while managing a project?

- 1) I used Turkish words in my code to make it more understandable.
- 2) I am aware that there are shortcomings, but I tried to do my best.
- 3) I realized again the seriousness of the software department and decided to continue my studies even harder from now on.

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