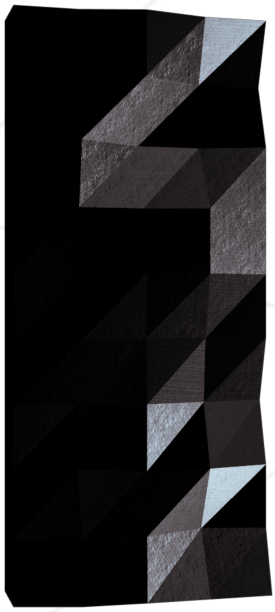

Dash - Blackjack

The clock is ticking

42 Staff pedago@42.fr

Résumé: One last hand for the road ?

Table des matières

I Intro **2**

II General instruction **3**

III Mandatory part **4**

III.1 Blackjack's rules you need to know 4

III.1.1 How to calculate points in blackjack 4

III.1.2 examples of hand 4

III.2 Your program 5

IV Rendered and peer-evaluating **6**

Chapitre I

Intro

The dashes are projects available only for a limited amount of time. You can access to it if you are present at the school and logged in. You will only have a little amount of time to complete the dash from the moment the repo has been created.

It's a little algorithmic project. After the time is up, it will be evaluated by the moulinette. If you succeed, you will earn the xp associated to the dash.

Chapitre II

General instruction

This dash has to be achieve in `C`. the norme isn't mandatory.

The goal of this project is to create a function `black_jack_hand`
(in the file `black_jack_hand.c`, without `main` function)

Your function must take a parameter of type 'char *' and must return an 'int'.

The function must calculate the value of a blackjack hand.

Chapitre III

Mandatory part

III.1 Blackjack's rules you need to know

- The blackjack is played with one (or more) deck(s) of 52 classic cards.
- A hand (a list of cards) must have the highest value without going above 21 points.

III.1.1 How to calculate points in blackjack

- the cards (2,3,4,5,6,7,8,9,T) (T for Ten) have the same value of their card representation (4 worth 4 points, 7 worth 7 points, T worth 10 points).
- the heads (J,D,K) have a value of 10 points.
- Ace (A) has a value of 1 or 11 points. If the sum of the points of each given cards is above 21 points and there is an Ace wich is still worth 11, then this Ace will worth 1 point. And this until there is no more left Ace wich worth 11 or the sum of all the points are below 21.

III.1.2 examples of hand

- the hand contains 2, 4 : `6`
- the hand contains D, 8 : `18`
- the hand contains A, 4 : `15`
- the hand contains A, T : `21`
- the hand contains A, A, T : `12`
- the hand contains A, A, 8 : `20`
- the hand contains 3, 3, 9, A, 6 : `22`

III.2 Your program

your function must receive a string containing the entire cards of a hand. The cards will be **only** represented by the characters of this set : `23456788TJDKA`. Each character of the string represent a card. The return value will be the sum of the points from the hand, even it's above 21.

`Every input will be correctly formatted`

Chapitre IV

Rendered and peer-evaluating

You have to turn in your 'dash' on the git repo associated. The project will be entirely evaluated by the moulinette.