# Blackjack Game Description:

This is a simple implementation of the Blackjack card game where a player competes against the dealer. The cards in the deck are **static**, meaning the deck is fixed and does not shuffle, providing a predictable sequence of cards.

## Game Flow:

1. **Deck Initialization:**

The deck is initialized with a set of cards, with no repeats. These cards are predefined as follows:
7, 1 (Ace), 2, 3, 4, 5, 6, 8, 9, 10

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   - The player and dealer will each be dealt two cards initially from the deck. After the initial deal, the cards for the player and dealer will be drawn based on the player's and dealer's actions.

2. **Dealing Cards:**

   - **Player's Initial Cards:** The player receives two cards: **7** and **Ace (1)**, which total to 18.
   - **Dealer's Initial Cards:** The dealer receives two cards: **2** and **3**, totaling 5.

3. **Player's Turn:**

   - The player decides whether to "hit" or "stand."
   - **Action:** If the player chooses to "hit," the next card in the deck is added to the player's hand.
     - The player can continue drawing cards until they decide to "stand" or their total score exceeds 21 (bust).
   - If the player's total score exceeds 21, they bust and lose the game immediately.

4. **Sample Player Actions:**

   - The player first chooses to "hit" and draws a **2**, bringing their score to 20 (7 + Ace + 2).
   - The player chooses to "stand," and their turn ends with a total score of 20.

5. **Dealer's Turn:**

   - The dealer must play according to fixed rules: they must "hit" until their total score is 17 or higher.
   - **Dealer's Actions:**
     - Initially, the dealer has cards totaling 5.
     - The dealer draws a **4**, increasing the score to 9 (2 + 3 + 4).

- ■ The dealer draws a **5**, increasing the score to 14.
- ■ The dealer draws a **6**, increasing the score to 20.
  - ○ At this point, the dealer stops, as their score is 20, which is sufficient.
6. **Winner Determination:**

   - ○ After both the player and dealer have completed their turns, the scores are compared.
   - ○ If the player's score is higher than the dealer's score without busting, the player wins. If the dealer's score is higher, the dealer wins.
   - ○ If either the player or dealer busts (score exceeds 21), the other automatically wins.
   - ○ If both scores are equal, the result is a draw.
7. **In this sample game:**

   - ○ The player stands with a score of 20.
   - ○ The dealer has a score of 20, which results in a **Dealer win** (because of the predefined static cards and game flow).

## Card Draws:

- ● The cards are drawn from a static sequence:
  - ○ **Player Draws:** The player draws a **2** after the initial two cards.
  - ○ **Dealer Draws:** The dealer draws a **4**, then a **5**, and finally a **6**, following the game rules for the dealer.

## Sample Input & Output:

**Sample Input:**

h

h

s

h

s

**Sample Output:**

Game starts:

Player's turn:

7 1

Your total score: 18

Do you want to hit or stand? (h/s): Player's turn:

7 1 4

Your total score: 12

Do you want to hit or stand? (h/s): Player's turn:

7 1 4 5

Your total score: 17

Do you want to hit or stand? (h/s): Dealer's turn:

2 3

Dealer's total score: 5

Dealer chooses to hit. (h/s): 2 3 6

Dealer's total score: 11

Dealer chooses to hit. (h/s): Dealer's final hand:

2 3 6

Dealer's total score: 11


Final results:

7 1 4 5

2 3 6

Player wins!

This implementation is simple yet follows the basic principles of Blackjack. The game doesn't involve any shuffling of the deck, so the card sequence is predictable. The game ends when either the player or dealer busts, or when both players stand, with the winner determined by the total score. The rules for the dealer's actions are fixed, with the dealer stopping to draw cards once reaching a score of 17 or higher.