на основе программы из классной работы
сделать игру блек-джек оно же 21
(правила игры есть в интернете)

играете вы против казино(комп)

сначала вы берете карты пока не скажете стоп
потом комп берет карты

потом решается кто победил

```python
import random


# 1 usage
def create_deck():
    suits = ['♠', '♥', '♦', '♣']
    ranks = ['2', '3', '4', '5', '6', '7', '8', '9', '10', 'J', 'Q', 'K', 'A']
    deck = [(rank, suit) for suit in suits for rank in ranks]
    random.shuffle(deck)
    return deck


# 3 usages
def deal_card(deck, hand):
    card = deck.pop()  # Удаляем из колоды
    hand.append(card)  # Добавляем в руку


# 5 usages
def calculate_hand_value(hand):
    values = {
        '2': 2, '3': 3, '4': 4, '5': 5, '6': 6, '7': 7, '8': 8, '9': 9, '10': 10, 'J': 10, 'Q': 10,
        'K': 10, 'A': 11
    }
    total = sum(values[card[0]] for card in hand)
    aces = sum(card[0] == 'A' for card in hand)
    while total > 21 and aces > 0:
```

```python
    total = sum(values[card[0]] for card in hand)
    aces = sum(card[0] == 'A' for card in hand)
    while total > 21 and aces > 0:
        total -= 10
        aces -= 1
    return total


# 4 usages
def print_hand(hand, conseal_first_card=False):  # Выводит на экран карты игрока
    if conseal_first_card:
        cards = ['?', hand[1][0]]
    else:
        cards = [card[0] for card in hand]
    print(' '.join(cards))


# 1 usage
def play_game():
    deck = create_deck()  # Включаем функцию
    player_hand = []  # Создаём пустой массив игрока
    dealer_hand = []  # Создаём пустой массив компьютера

    for _ in range(2):
        deal_card(deck, player_hand)
        deal_card(deck, dealer_hand)
```

```python
        game_over = False
        print(f"Your cards: {player_hand}\nDealer's cards: {dealer_hand}")
        while not game_over:
            print('Your cards: ')
            print_hand(player_hand)
            print(f'Total sum of your cards: {calculate_hand_value(player_hand)}')

            print("Dealer's cards:")
            print_hand(dealer_hand, conseal_first_card=True)

            player_score = calculate_hand_value(player_hand)
            dealer_score = calculate_hand_value(dealer_hand)

            if player_score == 21 and len(player_hand) == 2:
                print('Black Jack! You Win!!!')
                game_over = True
            elif dealer_score == 21 and len(dealer_hand) == 2:
                print('Black Jack! Dealer Win!!!')
                game_over = True
            elif player_score > 21:
                print("Too much! You Lost...")
                game_over = True
            elif dealer_score > 21:
```

```python
                game_over = True
            elif dealer_score > 21:
                print("The dealer's overdrawn. You Win!")
                game_over = True
            else:
                user_choice = input("Would you like to get another card? Enter 'yes' or 'no': ")
                if user_choice.lower() == 'yes':
                    deal_card(deck, player_hand)
                else:
                    game_over = True
        print("Your cards: ")
        print_hand(player_hand)
        print(f"The sum of your cards: {calculate_hand_value(player_hand)}")

        print("Dealer's cards: ")
        print_hand(dealer_hand)
        print(f"The sum of your cards: {calculate_hand_value(player_hand)}")

        if (21 >= player_score > dealer_score) or (dealer_score > 21 >= player_score):
            print("You win!")
        elif player_score == dealer_score:
            print("Tie")
        else:
            print('Dealer win!')


play_game()
```

```
Your cards: [('4', '♥'), ('10', '♠')]
Dealer's cards: [('3', '♠'), ('8', '♦')]
Your cards:
4 10
Total sum of your cards: 14
Dealer's cards:
? 8
Would you like to get another card? Enter 'yes' or 'no': yes
Your cards:
4 10 9
Total sum of your cards: 23
Dealer's cards:
? 8
Too much! You Lost...
Your cards:
4 10 9
The sum of your cards: 23
Dealer's cards:
3 8
The sum of your cards: 23
Dealer win!

Process finished with exit code 0
```