

define start

set Playerscore to 0

set Dealerscore to 0

switch costume to back

set x to -150

set y to 100

Place the deck.

Put card deck on the left top.

if Total score = 500 or 500 < Total score then

set Bet to 200

else

set Bet to 100

set Total score to Total score + Bet

create clone of myself

random card

set number of card to number of card - 1

if number of card = 0 then

stop this script

set Playerscore to Playerscore + card value

glide 0.5 secs to x: 10 y: -100

Move player first card to the position

If total score under 500, bet will set to 100.

Player first card in round 1.

create clone of myself

set x to -150

set y to 100

copy myself and put on the deck position

random card

set number of card to number of card - 1

if number of card = 0 then

stop this script

Move player second card to position

set Playerscore to Playerscore + card value

glide 0.5 secs to x: 30 y: -100

create clone of myself

set x to -150

set y to 100

random card

set number of card to number of card - 1

if number of card = 0 then

stop this script

set Dealerscore to Dealerscore + card value

glide 0.5 secs to x: 10 y: 100

Move dealer first card to position

Player second card for round 1.

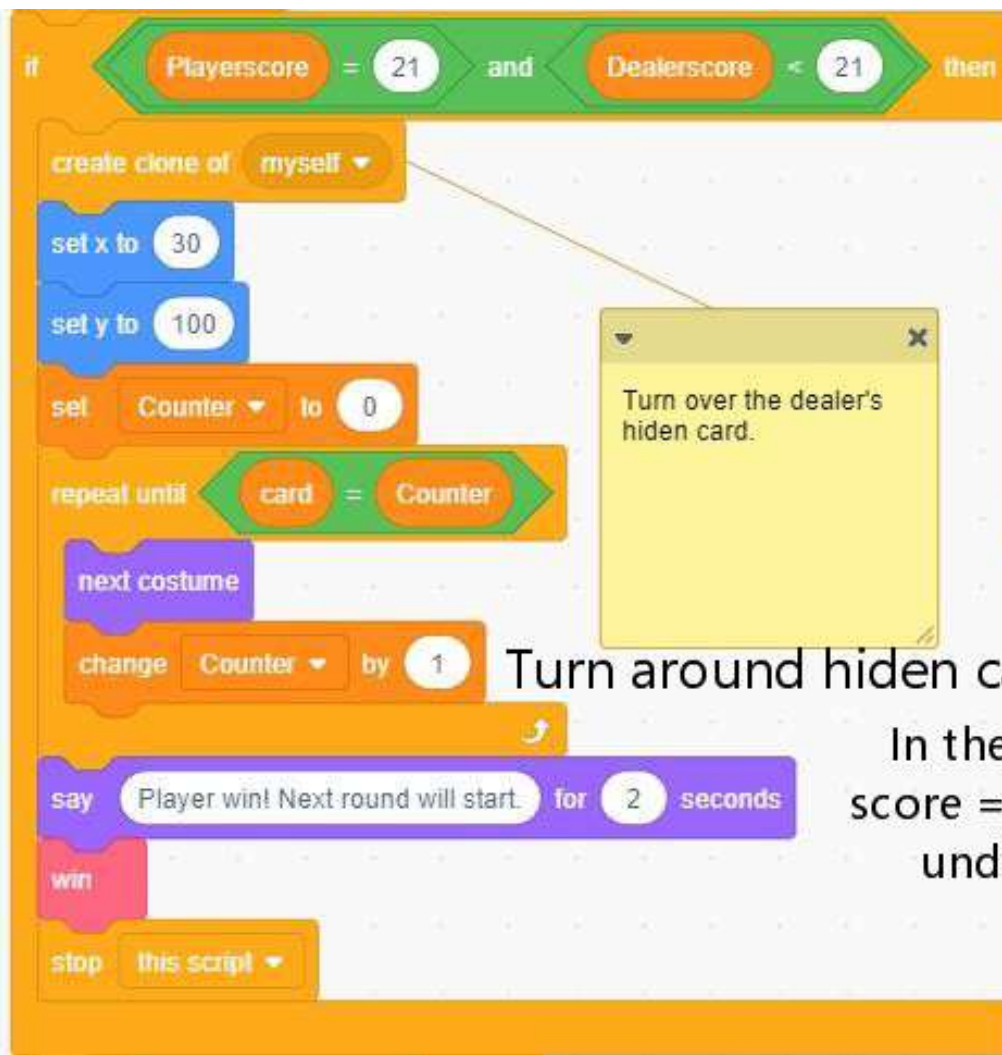
Dealer first card in round 1.

The image shows a Scratch script on a grid background. The script consists of the following blocks:

- create clone of myself** (orange)
- set x to -150** (blue)
- set y to 100** (blue)
- random card for dealer hidn card** (pink)
- set number of card to number of card - 1** (orange)
- if number of card = 0 then** (orange) loop containing:
 - stop this script** (orange)
- set Dealerscore to Dealerscore + card value** (orange)
- glide 0.5 secs to x: 30 y: 100** (blue)
- create clone of myself** (orange)
- set x to -150** (blue)
- set y to 100** (blue)
- glide 0.5 secs to x: 50 y: -100** (blue)
- wait 1 seconds** (orange)

A yellow speech bubble with a close button (X) is positioned to the right of the script. It contains the text: "Dealer hidden card in round 1." A line points from the first "create clone of myself" block to the speech bubble.

Dealer hidden card turn to back image



Turn over the dealer's hidden card.

If in round 1 palyerscore = 21 and dealerscore under 21.

Turn around hidden card.

In the first round player score = 21 but dealer score under 21, player win.

if Dealerscore = 21 then

Turn around the hidden card.

create clone of myself

set x to 30

set y to 100

set Counter to 0

repeat until card = Counter

next costume

change Counter by 1

if Playerscore = 21 then

If player score = 21 and dealer score = 21, draw.

say Draw! Next round will start. for 1.5 seconds

draw

stop this script

if Playerscore < 21 then

say Dealer win! Next round will start. for 1.5 seconds

lose

If player score under 21 but dealer score = 21, player lose.

stop this script

Player hit or stick

Dealer hit or stick

Turn over the dealer's hidden card.

If in first round dealer and player score both = 21.

If first round dealer score is 21 and palyer score under 21.