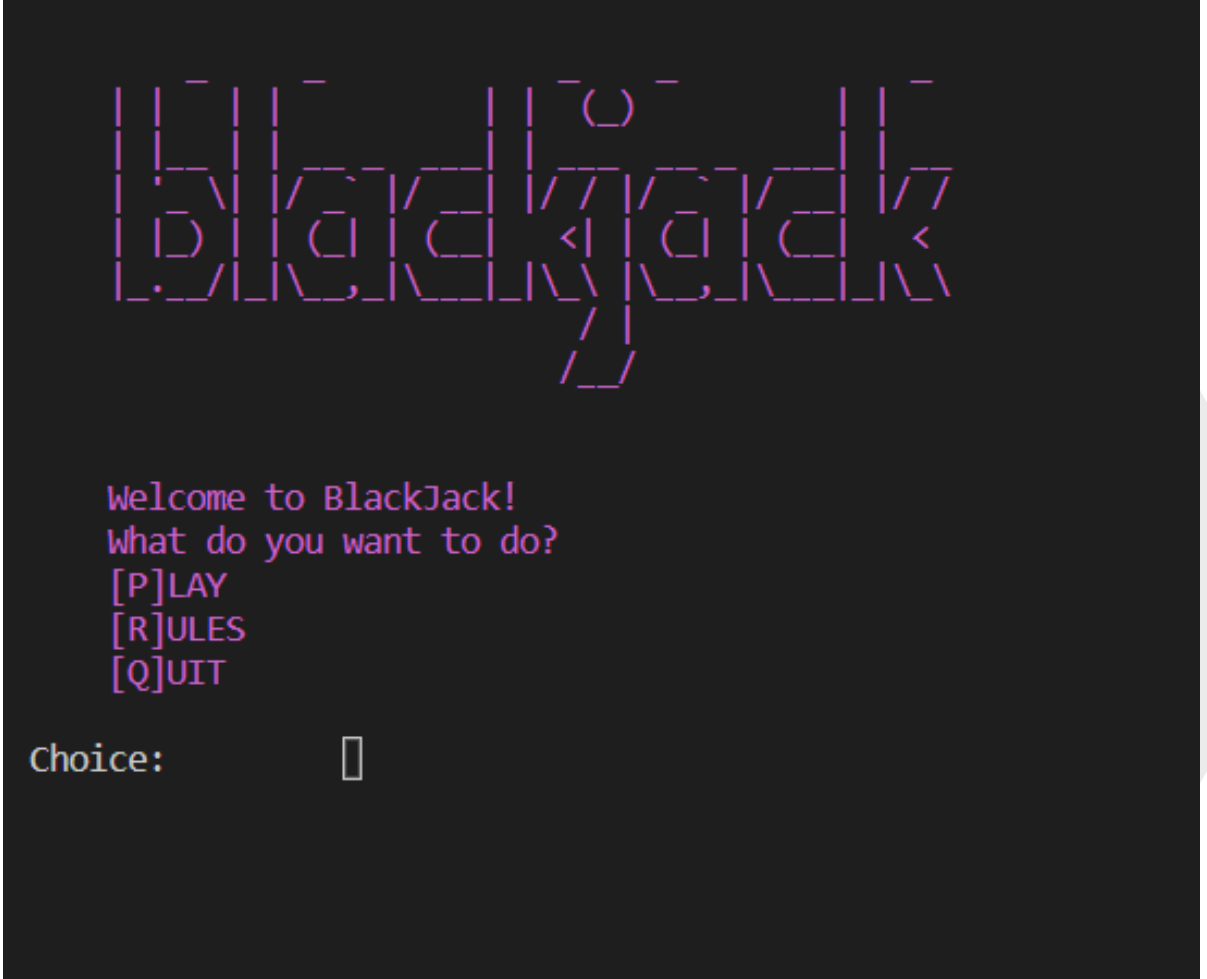


# Blackjack Terminal Application

By Kwong Fei Alvin Lai

A screenshot of a terminal window with a dark background. The title 'Blackjack' is displayed in a large, stylized, light blue font at the top. Below it, the text 'Welcome to BlackJack!' and 'What do you want to do?' are shown in a light blue font. A list of options is displayed: '[P]LAY', '[R]ULES', and '[Q]UIT'. At the bottom, the prompt 'Choice:' is followed by a small rectangular cursor box.

```
Blackjack

Welcome to BlackJack!
What do you want to do?
[P]LAY
[R]ULES
[Q]UIT

Choice: 
```

# Blackjack game Setup

- Classes were used to set up BlackJack requirements
  - class Card – created the cards required.
  - class Deck- created the deck of 52 cards with 4 suits and randomised the cards.
  - class Hand – created a hand for the dealer and the player
  - class Chips – In game currency

```
Choice:          p
Welcome to BLACKJACK
You have a 100 chips to start with!
Please place a bet: 100
```

```
Dealer's Hand:
Five of Spades
Second card is hidden!
```

```
Players's Hand:
Ten of Clubs
Jack of Spades
Value of Players's hand is: 20
```

```
Hit or Stand? Enter h or s: 
```

# Blackjack gameplay

- Game logic
  - def main() function
  - Application prompts user to input value
    - Error handling
  - Player input required to Hit or Stand
  - Game indicates if game is won or lost
  - Player decides if they wish to continue game
- Colourama Pyp package used.
  - Application is more interactive

```
Players's Hand:  
Ten of Clubs  
Jack of Spades  
Value of Players's hand is: 20
```

```
Dealers's Hand:  
Five of Spades  
Seven of Diamonds  
Queen of Spades  
Value of Dealer's hand is: 22
```

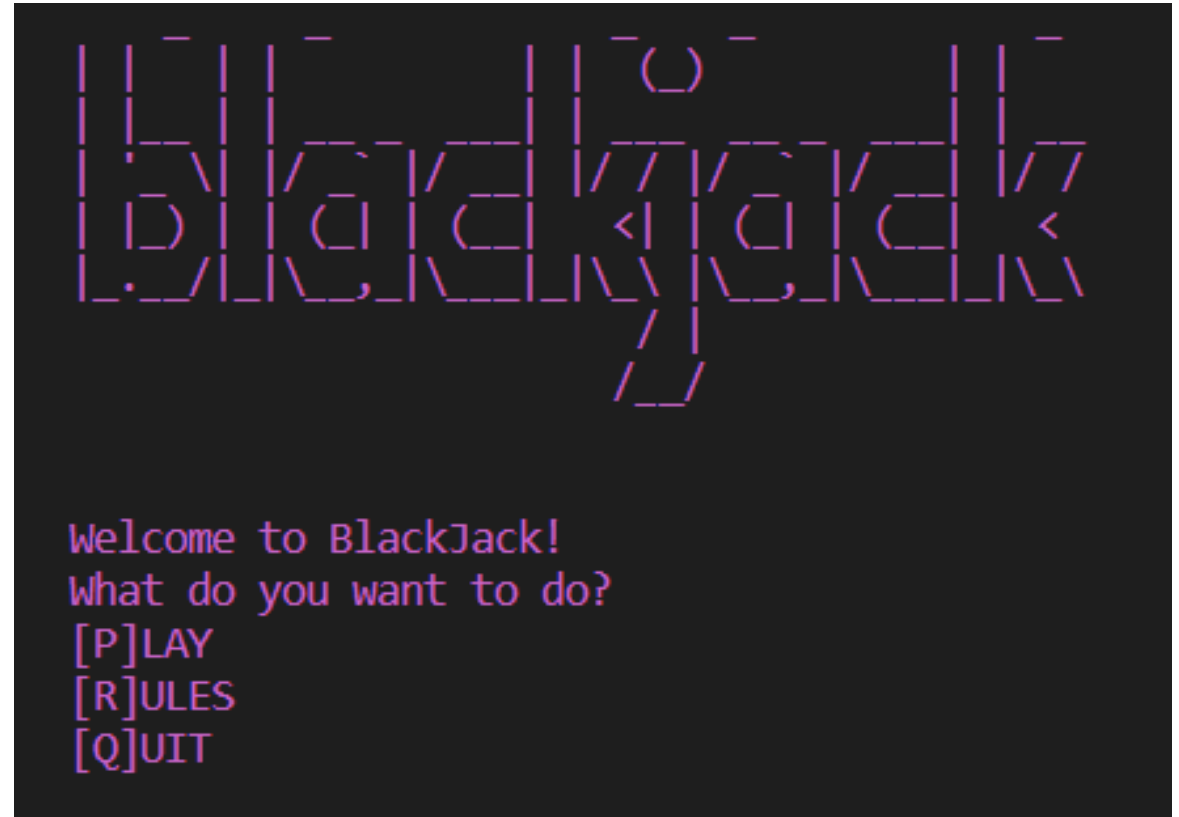
```
Player's Hand:  
Ten of Clubs  
Jack of Spades  
Value of Players's hand is: 20  
PLAYER WINS! DEALER BUST!
```

```
Player's total chips are : 200  
Would you like to play another hand? (y/n)y  
Please place a bet: 100
```

Terminal (Ctrl+`)

# Game menu/ welcome page

- Features
  - Play
  - Rules
  - Quit
- Packages used
  - Colorama
  - Clearing



# Error testing

```
# CARD
def test_card_string():
    card = blackjack.Card('Hearts', 'Two')
    assert card.__str__() == "Two of Hearts"

# # DECK
def test_deck_deal():
    deck_ordered = blackjack.Deck()
    # Check before shuffled
    pop = deck_ordered.deal()
    assert pop.__str__() == 'King of Clubs'

# def test_deck_shuffle():
    deck = blackjack.Deck()

    # Check before shuffled
    assert deck.__str__() == deck_ordered

    # Check after shuffled
    deck.shuffle()
    assert deck.__str__() != deck_ordered
```

Thank You  
The end

BlackJack

Welcome to BlackJack!  
What do you want to do?  
[P]LAY  
[R]ULES  
[Q]UIT

Choice: