

## Make\_Bet

```
public int make_bet() { //馬丁格爾(勝利重返，失敗向前)
    if(mybet_prev > get_current_chips()){
        mybet_made = 10;
    }if(mybet_prev < get_current_chips()){
        mybet_made = mybet_made * 2;
    }
    return mybet_made;
}
```

馬丁格爾，詳情請問 Google

## Hit\_Me

```
public boolean hit_me(Table table) {
    int Ace_Count = 0;
    int OneRoundRank = 0;

    Card deal = table.get_face_up_card_of_dealer();
    DealerUpCard = deal.getRank();

    for(Card c : getOneRoundCard()){
        if (Ace_Count == 0 && c.getRank() == 1) {
            Ace_Count = 1;
            continue;
        } else {
            if (c.getRank() == 11 || c.getRank() == 12 || c.getRank()
== 13)

                OneRoundRank += 10;
            else
                OneRoundRank += c.getRank();
        }
    }
    if (Ace_Count != 0) {
        if (OneRoundRank < 11) {
            OneRoundRank += 11;
        } else {
            OneRoundRank += 1;
        }
    }
}
```

```

    }

    if(OneRoundRank == 12){
        if(DealerUpCard >= 4 && DealerUpCard <= 6){
            return false;
        }else{
            return true;
        }
    }

    if(OneRoundRank >= 13 && OneRoundRank <= 16){
        if(DealerUpCard >= 2 && DealerUpCard <= 6){
            return false;
        }else{
            return true;
        }
    }

    if(Ace_Count >= 1 && OneRoundRank == 18){
        if(DealerUpCard >= 2 && DealerUpCard <= 8){
            return false;
        }else{
            return true;
        }
    }

    if(OneRoundRank >=17){
        return false;
    }

    return true;

}

```

6 decks, S17, DAS, No Surrender, Peek										
Estimated casino edge for these rules: 0.44 %										
	Dealer Upcard									
Your Hand	2	3	4	5	6	7	8	9	10	A
5	H	H	H	H	H	H	H	H	H	H
6	H	H	H	H	H	H	H	H	H	H
7	H	H	H	H	H	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H
9	H	D	D	D	D	H	H	H	H	H
10	D	D	D	D	D	D	D	D	H	H
11	D	D	D	D	D	D	D	D	D	H
12	H	H	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	H
16	S	S	S	S	S	H	H	H	H	H
17	S	S	S	S	S	S	S	S	S	S
A,2	H	H	H	D	D	H	H	H	H	H
A,3	H	H	H	D	D	H	H	H	H	H
A,4	H	H	D	D	D	H	H	H	H	H
A,5	H	H	D	D	D	H	H	H	H	H
A,6	H	D	D	D	D	H	H	H	H	H
A,7	S	DS	DS	DS	DS	S	S	H	H	H
A,8	S	S	S	S	S	S	S	S	S	S
A,9	S	S	S	S	S	S	S	S	S	S

2,2	P	P	P	P	P	P	H	H	H	H
3,3	P	P	P	P	P	P	H	H	H	H
4,4	H	H	H	P	P	H	H	H	H	H
5,5	D	D	D	D	D	D	D	D	H	H
6,6	P	P	P	P	P	H	H	H	H	H
7,7	P	P	P	P	P	P	H	H	H	H
8,8	P	P	P	P	P	P	P	P	P	P
9,9	P	P	P	P	P	S	P	P	S	S
T,T	S	S	S	S	S	S	S	S	S	S
A,A	P	P	P	P	P	P	P	P	P	P
Dlr	2	3	4	5	6	7	8	9	10	A
Key:										
	H	= Hit	S	= Stand	P	= Split				
	D	= Double (hit if not allowed)								
	DS	= Double (stand if not allowed)								

按表操 code 就這樣。