Program Specification

The program is supposed to partly replicate the game of blackjack, which is played in a casino

Each component of the game has broken down into the functions below

Functions required:

- Find value of a card

- Finding the value of the hand

- Pre-round routine

      - Clear the dealer hand

      - Clear the player hand

      - Clear the player bets

      - Set player hand state to be playing

- Input validation for the bet

- Input validation for the playing decision

- Input validation for choosing whether to keep playing

- Displaying hands (with option for hidden card)

- Checking for sufficient money

- Generate a random card and hit card to hand

      - Generate card

      - Appending it to the hand

- Check for blackjack in hand

- Check for busted hand

- Check if player is allowed to double down

Concerned moving parts/variable:

- Constants

      - MINIMUM_BET 10

      - MAX_INPUT 255

- MAX_CARD 5

- MAX_HAND 25

- TRUE 1

- FALSE 0

- Dealer

    - House payout

        - Blackjack rate

        - Winning rate

        - Push rate

    - Hand (which holds cards)

        - Value

        - State

            - Playing

            - Busted

            - Over

- Player

    - Money

    - Current bet

    - Hand (which hold cards)

        - Value

        - State

            - Playing

            - Busted

            - Over

- Cards

    - Name

- Suit