

# COMP 1006 - Assignment #3

By: Syem Ishaque

# Purpose of the Assignment

- The purpose of the assignment is to create a black jack game.
- Define an array or method of your choice to develop a deck.
- Develop a method to derive a value for each card from 2 to Ace (11).
- Define a variable for amount of money. A variable for betting money.
- A Boolean to quit the game.

# Rules of the Game

- If the wishes to continue, he should have the option to continue drawing using a while loop and quit variable.
- Create a method to display choices for quitting or continue betting.
- **Optional:** Create a method to welcome the player Casino, and ask how much you would like to bet, check if you have any amount left and send moneybet left back to player.
- Create a method to play the game, ask the user for money to bet and return money won or lost. (win adds to amount left, lost subtracts from it).
- **Optional:** When playing the game, it's a user vs a dealer.

# Expectation

- I will check for the use of functions and methods. While loops to continue playing or quitting.
- Comment your codes.
- Follow the rules of black jack and make it simple.
- Good luck, this is worth 20% of your final grade.
- Please submit a pdf to the assignment 3 folder.