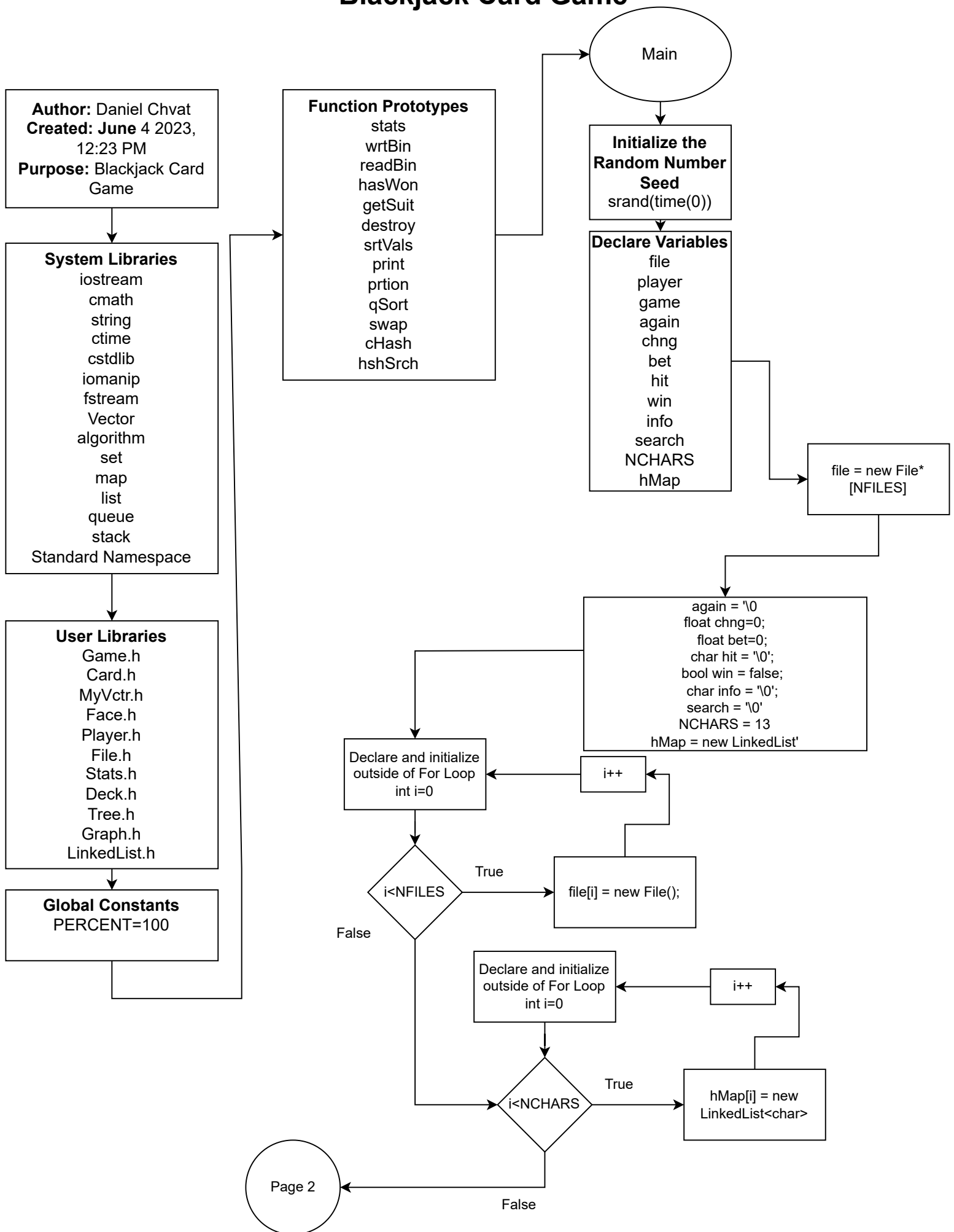


Blackjack Card Game



```
file[0]->setName("Cards.dat");  
file[1]->setName("Suits.dat");  
file[2]->setName("Stats.dat");  
file[0]->getFile()->open(file[0]->getName(),  
ios::in|ios::out|ios::binary|ios::trunc);  
file[1]->getFile()->open(file[1]->getName(),  
ios::in|ios::out|ios::binary|ios::trunc);  
file[2]->getFile()->open(file[2]->getName(),  
ios::in|ios::out|ios::binary|ios::trunc);  
Deck deck;  
  
file[0]->getFile()->write(deck.getCrd(),  
sizeof(char)*deck.getNCrd());  
file[1]->getFile()->write(deck.getSut(),  
sizeof(char)*deck.getNCrd());
```

```
file[0]->getFile()->close();  
file[1]->getFile()->close();  
file[2]->getFile()->close();  
game.setPVal(0);  
game.setDVal(0);  
file[0]->getFile()->open(file[0]->getName(),  
ios::in|ios::binary);  
file[1]->getFile()->open(file[1]->getName(),  
ios::in|ios::binary);
```

