

BUTTON 'ROLL'

Get user score from session

Setup a dice hand

Roll the dice hand

Add dice hand roll to current total

Save the rolled dice points to session

Save new total to session

IF new total is higher than 21

 set message to "computer wins"

 save message to session

 get game chart from session

 update the game chart

 save updated game chart to session

 get bet

 get player credit from DB

 credit minus bet

 save new credit to DB

 RETURN

ENDIF

Get computer total points from session

IF computer score is less than 21

 Set up a hand for computer

 Roll the dice hand

 Add dice hand roll to current total

 Save the rolled dice points to session

 Save new total to session

ENDIF

IF current computer score is more than 21

 Set message to "you win"

 save message to session

 get game chart from session

 update the game chart

 save updated game chart to session

 get bet

 get player credit from DB

 credit plus bet

 save new credit to DB

 save bet amount and player name to DB

 RETURN

ENDIF

```
IF current computer score is 21
    set message to "computer wins"
    save message to session
    get game chart from session
    update the game chart
    save updated game chart to session
```

```
    get bet
    get player credit from DB
    credit minus bet
    save new credit to DB
    RETURN
```

```
ENDIF
```

```
BUTTON 'ROLL AGAIN'
```

```
Get user score from session
Get computer score from session
```

```
NEW array to store computer rolls
```

```
WHILE computer score is less than user score
    Setup a dice hand
    Roll the dice hand
    Add dice hand roll to computer total
    Add dice hand to array
ENDWHILE
```

```
Save new computer total to session
Save a message "computer rolled" + values from array
```

```
IF current computer score less or equals 21
    set message to "computer wins"
    save message to session
    get game chart from session
    update the game chart
    save updated game chart to session
```

```
    get bet
    get player credit from DB
    credit minus bet
    save new credit to DB
    RETURN
```

```
ENDIF
```

```
Set message to "you win"
save message to session
```

get game chart from session
update the game chart
save updated game chart to session
get bet
get player credit from DB
credit plus bet
save new credit to DB
save bet amount and player name to DB
RETURN

