BUTTON ‘ROLL’

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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

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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

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