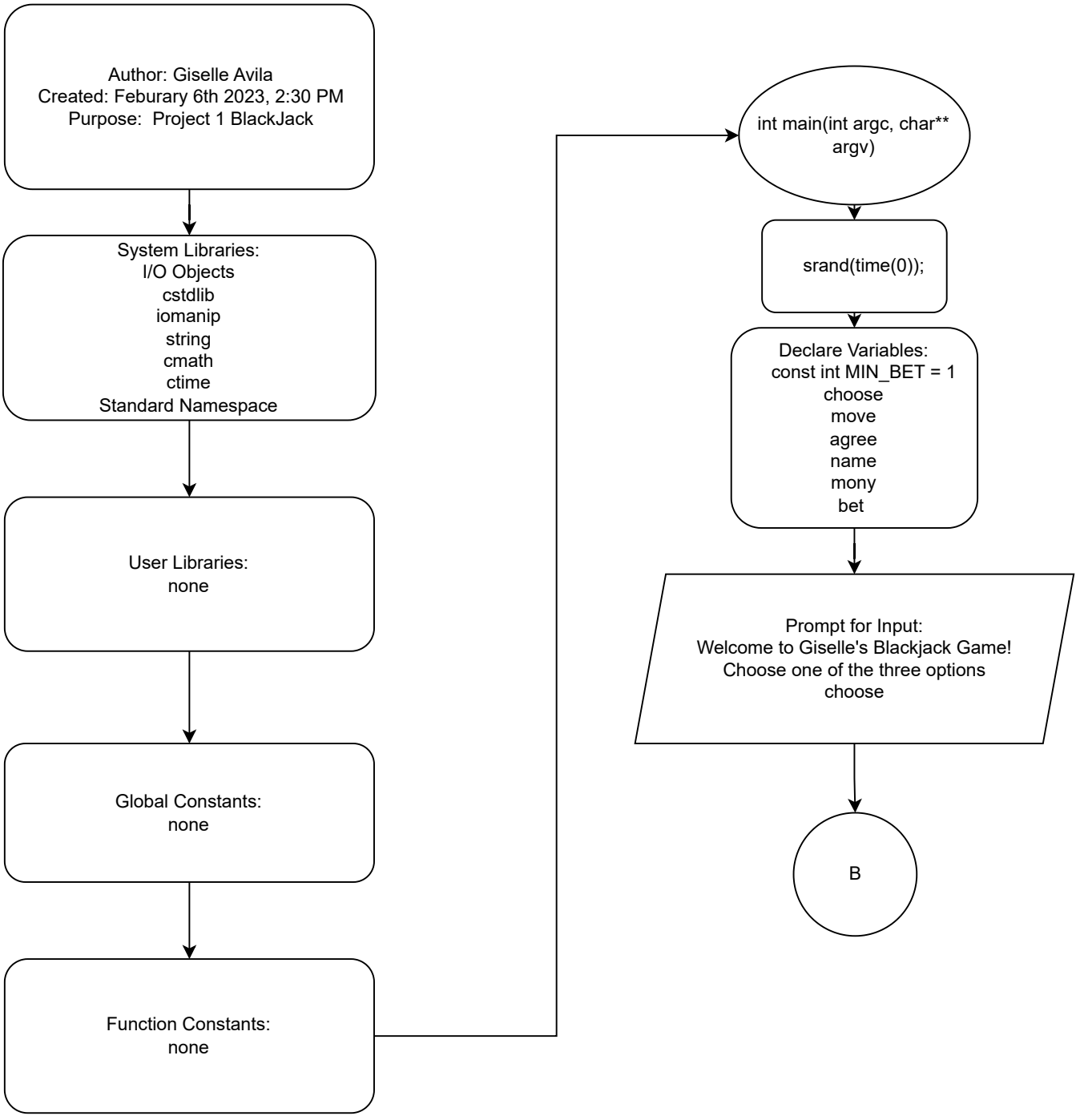
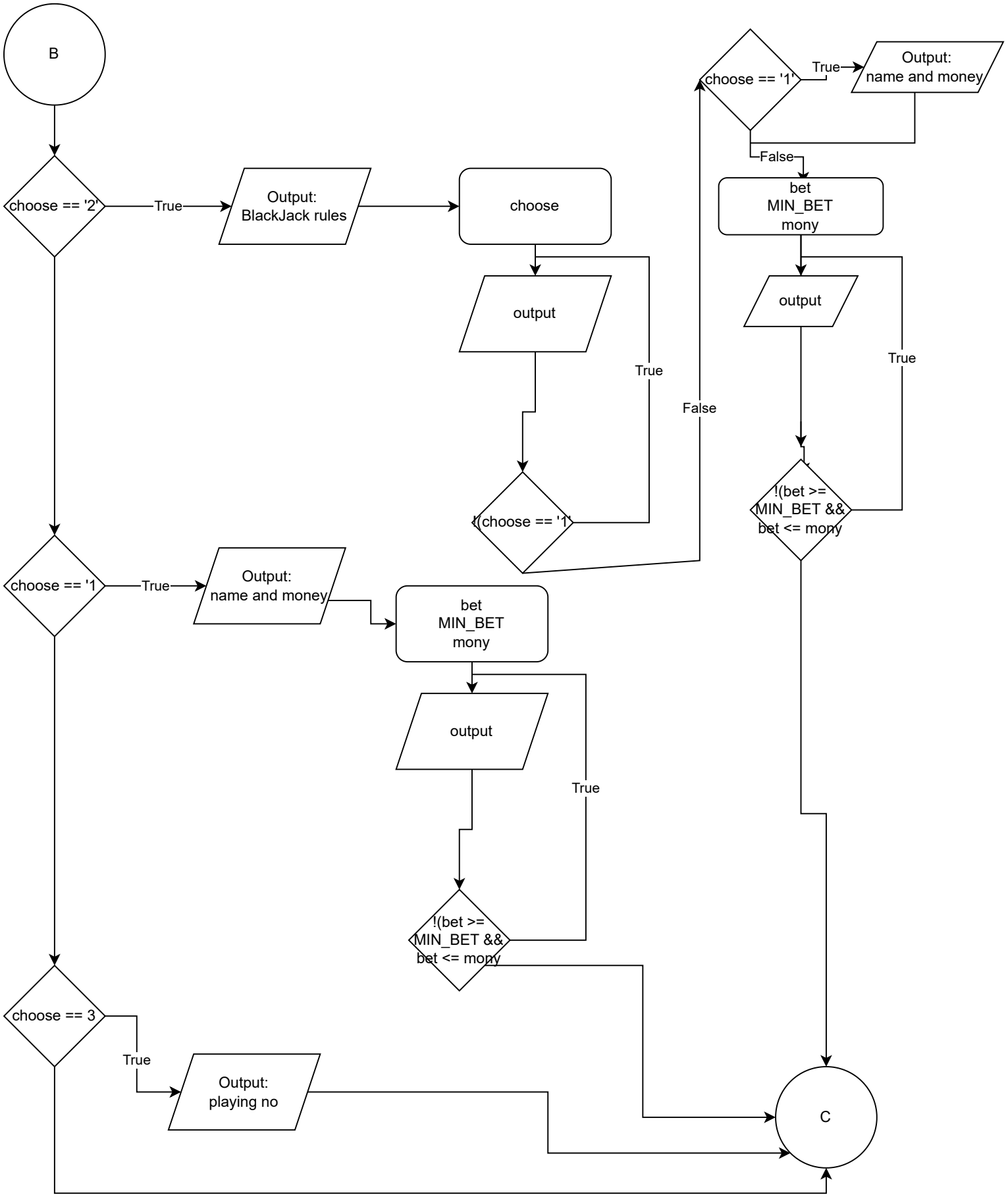
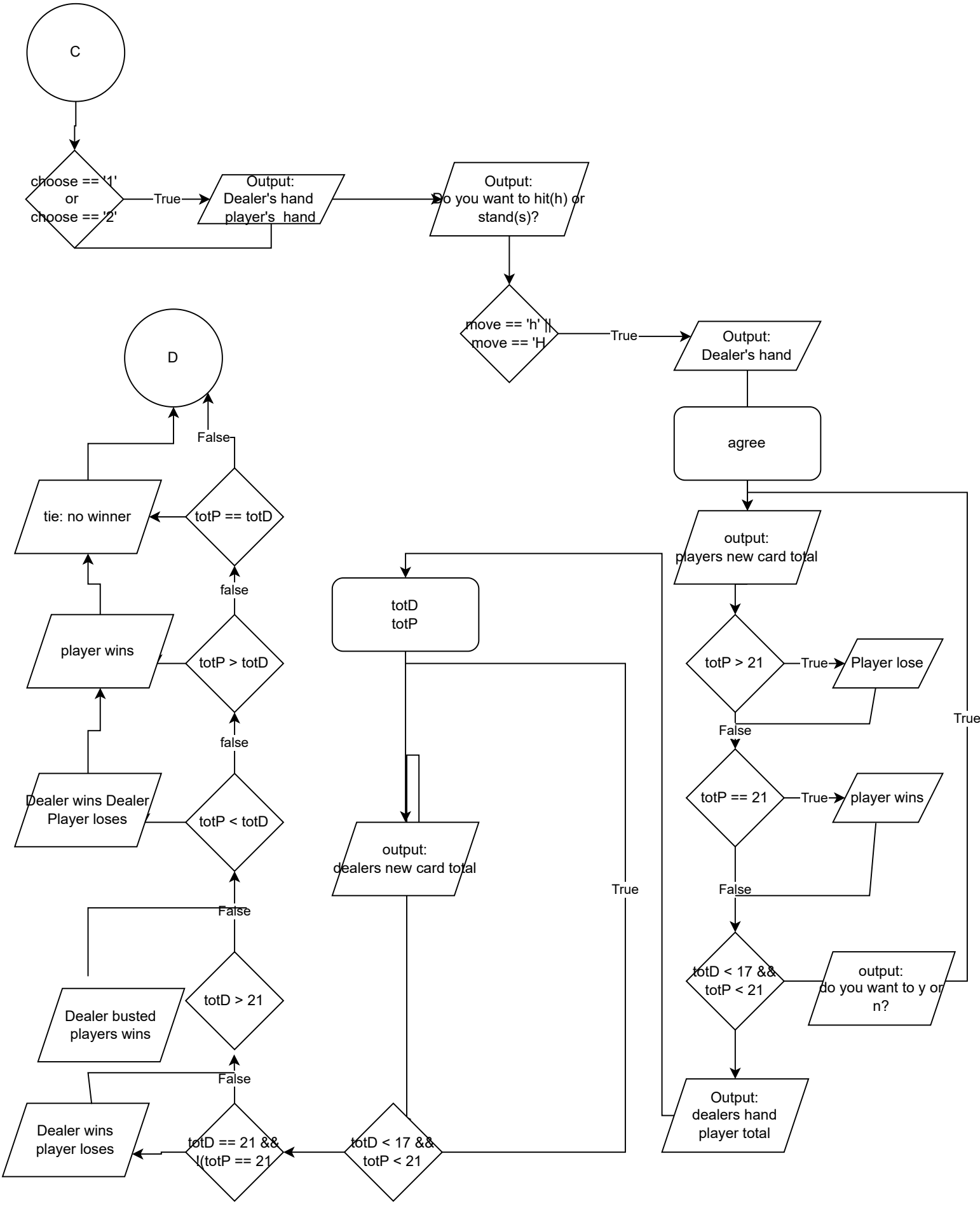
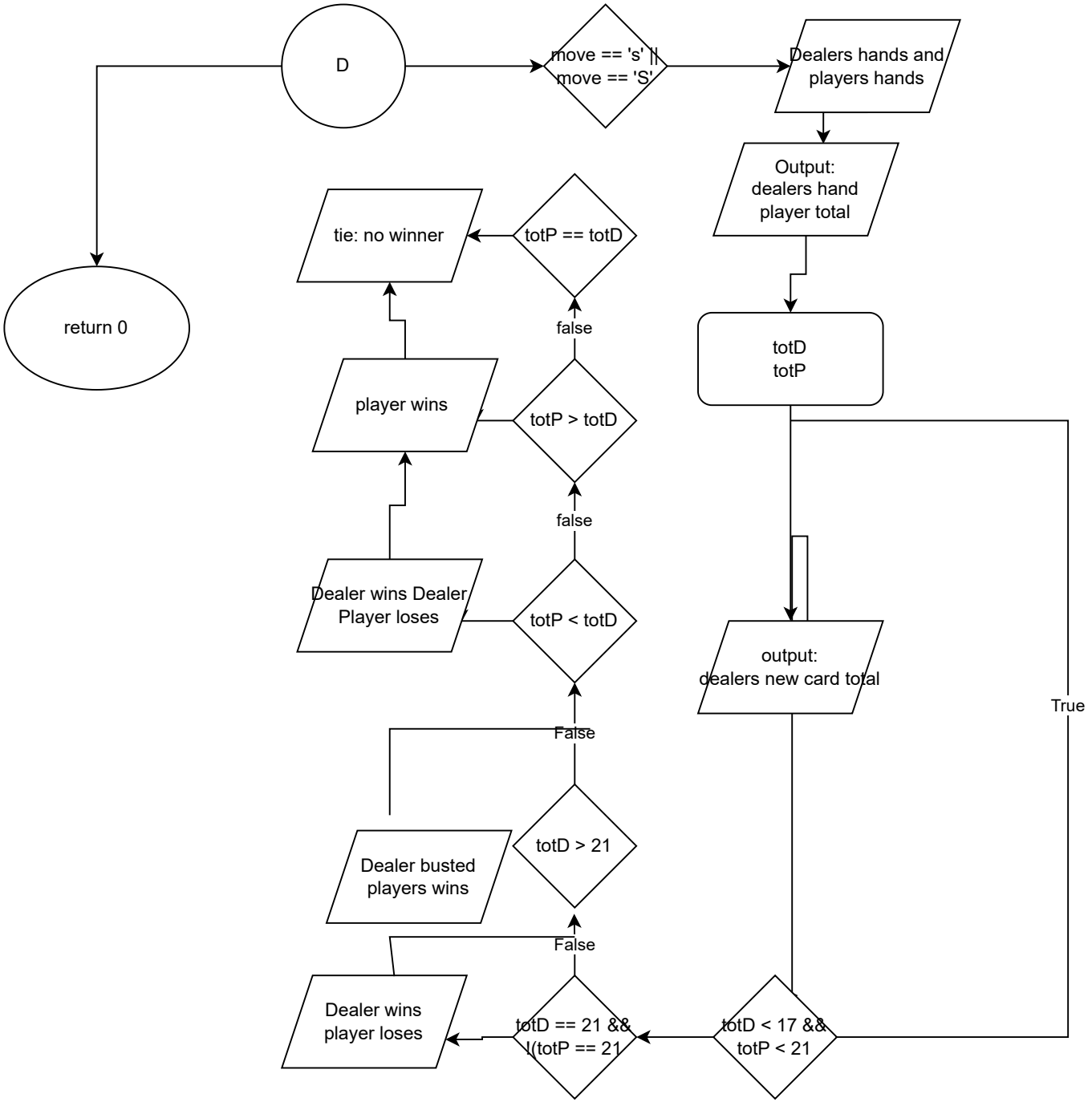

Author: Giselle Avila
Created: Feburary 6th 2023, 2:30 PM
Purpose: Project 1 BlackJack
System Libraries:
I/O Objects
cstdlib
iomanip
string
cmath
ctime
Standard Namespace
User Libraries:
none
Global Constants:
none
Function Constants:
none
int main(int argc, char** argv)
srand(time(0));
Declare Variables:
const int MIN_BET = 1
choose
move
agree
name
mony
bet
Prompt for Input:
Welcome to Giselle's Blackjack Game!
Choose one of the three options
choose
B


B
choose == '2'
True
Output:
BlackJack rules
choose
output
!(choose == '1')
True
False
choose == '1'
True
Output:
name and money
False
bet
MIN_BET
mony
output
!(bet >=
MIN_BET &&
bet <= mony
True
choose == '1
True
Output:
name and money
bet
MIN_BET
mony
output
!(bet >=
MIN_BET &&
bet <= mony
True
choose == 3
True
Output:
playing no
C


C
choose == '1'
or
choose == '2'
True
Output:
Dealer's hand
player's hand
Output:
Do you want to hit(h) or
stand(s)?
move == 'h' ||
move == 'H'
True
Output:
Dealer's hand
agree
output:
players new card total
totP > 21
True
Player lose
False
totP == 21
True
player wins
False
totD < 17 &&
totP < 21
output:
do you want to y or
n?
True
Output:
dealers hand
player total
totD
totP
output:
dealers new card total
True
totD < 17 &&
totP < 21
totD == 21 &&
!(totP == 21
Dealer wins
player loses
False
totD > 21
Dealer busted
players wins
False
totP < totD
Dealer wins Dealer
Player loses
false
totP > totD
player wins
false
totP == totD
tie: no winner
False
D


D
move == 's' || move == 'S'
Dealers hands and players hands
Output: dealers hand player total
totD totP
output: dealers new card total
totD < 17 && totP < 21
True
totD == 21 && !(totP == 21
Dealer wins player loses
False
totD > 21
Dealer busted players wins
False
totP < totD
Dealer wins Dealer Player loses
false
totP > totD
player wins
false
totP == totD
tie: no winner
return 0