## Task 2

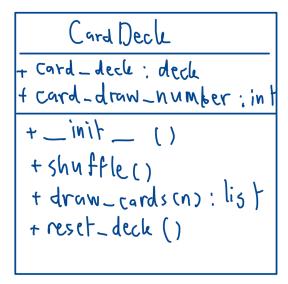
From Homework I add...

- Revamp all play\_blackjack.py to play\_blackjack\_multi.py
- Nothing changed in card\_deck.py
- Change a lot in Blackjack class by
- 1.add variable player\_number,player\_score
- 2.add method

player\_result, print\_player\_score, display\_specific\_player\_hand

3.adjust old method

Main idea is add multiplayer method and change some list that support only one player to multiplayer (list in list).



```
Blackjack
+ bj -deck; deck[]
+ player_hand : list
+ computer - hand : list
+ player_number; int
+ card_number: int
+ player_score : list
+ player _ hand _ value ; int
+ computer_hand_value int
+ player_hand - status ; ...
 +computer_hand_status;
tstart ()
+get-value()
+ player - status ()
+ computer_status ()
+adjust-player-hand (player:int)
+adjust-computer-hand ()
+display-player-hand (): str
 + display_computer_hand (number: int) :str
 + decision(); bool
+calculate_value (hand: list); Int
 +player_result (); str
 + print_player_score(); str
 treset ()
 +display - specific - player hand (number fint); str
```

## About bug

- It have a bug that when "more card?" you say yes or no it always not add a card.