

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).

Card Deck
+ card_deck : deck + card_draw_number : int
+ __init__ () + shuffle() + draw_cards(n) : list + reset_deck ()

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 : ...
+ start() + 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 + reset() + display_specific_player_hand(number : int) : str

About bug

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