```php
<?php
function createDeck(){

    $deck = array(); // create an empty array

    $suits = array("clubs","diamonds","hearts","spades"); // define suits

    $values = array("2","3","4","5","6","7","8","9","10","jack","queen","king","ace"); // define values


    // loop over suits and values to add cards to the deck

    foreach($suits as $suit){

        foreach($values as $value){

            $deck[] = array("suit" => $suit, "value" => $value); // add a card to the deck

        }

    }

    return $deck; // return the deck

}


// Define a method to get the value of a card
function getCardValue($card){

    $value = 0; // set default value to 0

    switch ($card["value"]) { // switch on the card value

        case "2":

            $value = 2;

            break;

        case "3":

            $value = 3;

            break;
```

```php
      case "4":
         $value = 4;
         break;
      case "5":
         $value = 5;
         break;
      case "6":
         $value = 6;
         break;
      case "7":
         $value = 7;
         break;
      case "8":
         $value = 8;
         break;
      case "9":
         $value = 9;
         break;
      case "10":
      case "jack":
      case "queen":
      case "king":
         $value = 10;
         break;
      case "ace":
```

```php
        $value = 11;

        break;

    }

    return $value; // return the value

}


// Define variables

$amount = 200; // amount of money

$bet = 0; // betting money

$quit = false; // variable to quit the game


// Welcome the player to the casino

echo "Welcome to the casino! You have $amount to start.\n";


// Main loop

while (!$quit) {

    // Ask the player if they would like to bet

    echo "Would you like to bet? (y/n)\n";

    $input = readline();

    if ($input == "y") {

        // Ask the player how much to bet

        echo "How much would you like to bet?\n";

        $bet = readline();


        // Check if the player has enough money to bet
```

```php
if ($bet > $amount) {

    echo "Oops! You don't have enough money to bet that much.\n";

} else {

    // Create a deck

    $deck = createDeck();


    // Shuffle the deck

    shuffle($deck);


    // Create a hand for the player

    $playerHand = array();


    // Draw two cards for the player

    for ($i = 0; $i < 2; $i++) {

        $playerHand[] = array_pop($deck);

    }


    // Get the value of the player's hand

    $playerValue = 0;

    foreach($playerHand as $card){

        $playerValue += getCardValue($card);

    }


    // Create a hand for the dealer

    $dealerHand = array();
```

```php
// Draw two cards for the dealer
for ($i = 0; $i < 2; $i++) {

    $dealerHand[] = array_pop($deck);

}


// Get the value of the dealer's hand
$dealerValue = 0;

foreach($dealerHand as $card){

    $dealerValue += getCardValue($card);

}


// Display the player's hand
echo "Your hand:\n";

foreach($playerHand as $card){

    echo "$card[value] of $card[suit]\n";

}
echo "Your hand value: $playerValue\n";


// Display the dealer's hand
echo "Dealer's hand:\n";

foreach($dealerHand as $card){

    echo "$card[value] of $card[suit]\n";

}
echo "Dealer's hand value: $dealerValue\n";
```

```php
        // Compare the hands

        if ($playerValue > $dealerValue) {

        // Player wins

        echo "You win!\n";

        $amount += $bet;

        } else if ($playerValue < $dealerValue) {

        // Dealer wins

        echo "You lose!\n";

        $amount -= $bet;

        } else {

        // Tie

        echo "It's a tie!\n";

        }




        // Check if the player has run out of money

        if ($amount <= 0) {

            echo "Sorry pal! You ran out of money.\n";

            $quit = true;

        }

        // Dislpay the amount of money player is left with

        echo "You have $amount left.\n";

    }
} else {
    // Player does not want to bet
```

```php
        echo "Goodbye! That was a nice game!!!\n";

        $quit = true;
    }
}
?>
```