Assignment 2:Black Jack

#define \_CRT\_SECURE\_NO\_WARNINGS

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int main()

{

int i = 0;

char turn[4];

char turn2[4];

int player = 0;

int dealer = 0;

int draw1 = 0;

int draw2 = 0;

int draw3 = 0;

int draw4 = 0;

int draw5 = 0;

int draw6 = 0;

srand(time(NULL)); // to give it any random value

int sum = 0;

int sum1 = 0;

while (i != 1) {

printf("Enter 1 to play. \n");

scanf("%d", &i);

}

printf("Welcome to simple blackjack program!\n");

draw1 = (rand() % 10) + 2; // to assign it no.s between 2 and 11

draw2 = (rand() % 10) + 2;

draw3 = (rand() % 10) + 2;

draw4 = (rand() % 10) + 2;

draw5 = (rand() % 10) + 2;

draw6 = (rand() % 10) + 2;

printf("You drew %d and %d\n", draw1, draw2);

sum1 = draw1 + draw2;

printf("Your total is %d. \n\n", sum1);

printf("The dealer has a %d showing, and a hidden card.\n", draw3);

printf("His total is hidden,too.\n\n");

turn[4] = 'hit';

while (turn[4] = 'hit') {

printf("Would you like to \"hit\" or \"stay\"?");

scanf("%s", &turn2);

if (strcmp(turn2, "hit") == 0) {

printf("Your drew a %d.\n", draw5);

sum1 = sum1 + draw5;

printf("Your total is %d.\n\n", sum1);

}

if (sum1 > 21) {

printf("You are Busted as your total is %d!\nDEALER WINS!\n", sum1);

getchar();

return 0; // so that it doesnt execute rest of the program

}

else if (strcmp(turn2, "stay") == 0) {

break;

}

}

sum = draw3 + draw4;

printf("\n\nOkay, dealer's turn.\n");

printf("His hidden card was %d. \n", draw4);

printf("His total was %d.\n", sum);

while (sum < 17) { // as the condition was dealer to hit if sum is less than 17

if (sum < 17) {

printf("Dealer chooses to hit. \n");

printf("He draws a %d. \n", draw6);

sum = sum + draw6;

printf("His total is %d.\n\n", sum);

}

}

if (sum > 21) {

printf("Dealer is busted as total is %d!\nYOU WIN!\n", sum);

getchar();

return 0; // to not let it execute rest of the code

}

printf("Dealer stays.\n\n");

printf("Dealer total is %d.\n", sum);

printf("Your total is %d.\n\n", sum1);

if (sum > sum1) {

printf("DEALER WINS!\n");

}

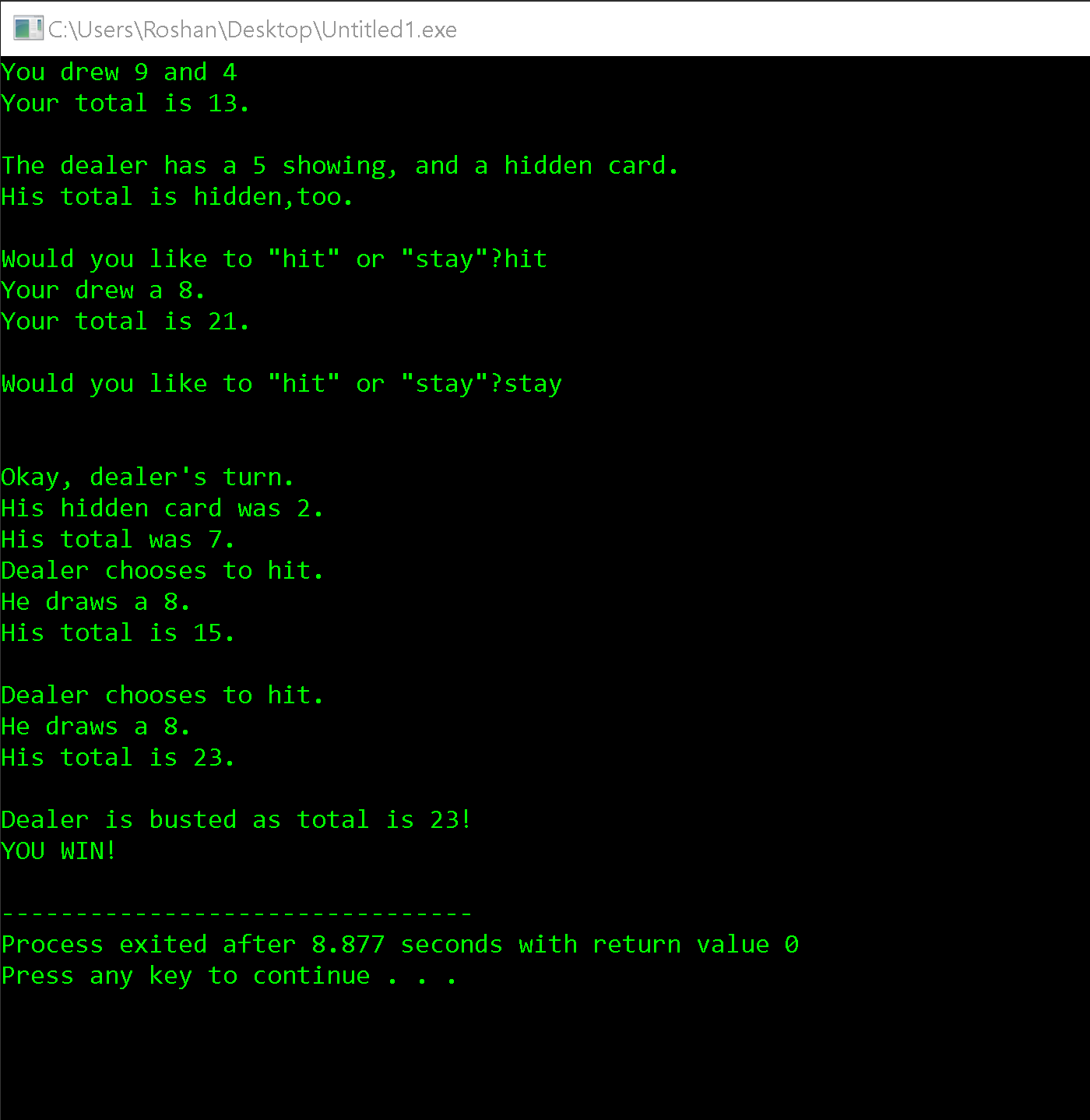
else {

printf("YOU WIN! \n");

}

getchar();

return 0;

}

