

\* File: main.cpp  
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\* Created on May 6, 2025, 4:05 PM  
\* Purpose: Blackjack(21) Project

```
//System Libraries
#include <iostream> //Input Output Library
#include <iomanip> //Format Library
#include <ctime> //Time Library
#include <cstdlib> //Random Library
#include <string> //String Library
#include <fstream> //File Library//for reading from and
writing to files
using namespace std;
```

```
//Global Constants not Variables
//Science, Math, Conversions, Dimensions
const int MINCARD=2; //minimum card value
const int MAXCARD=11; //maximum card value,
Ace=11
const int MAXVAL=21; //Highest value allowed in
Blackjack
```

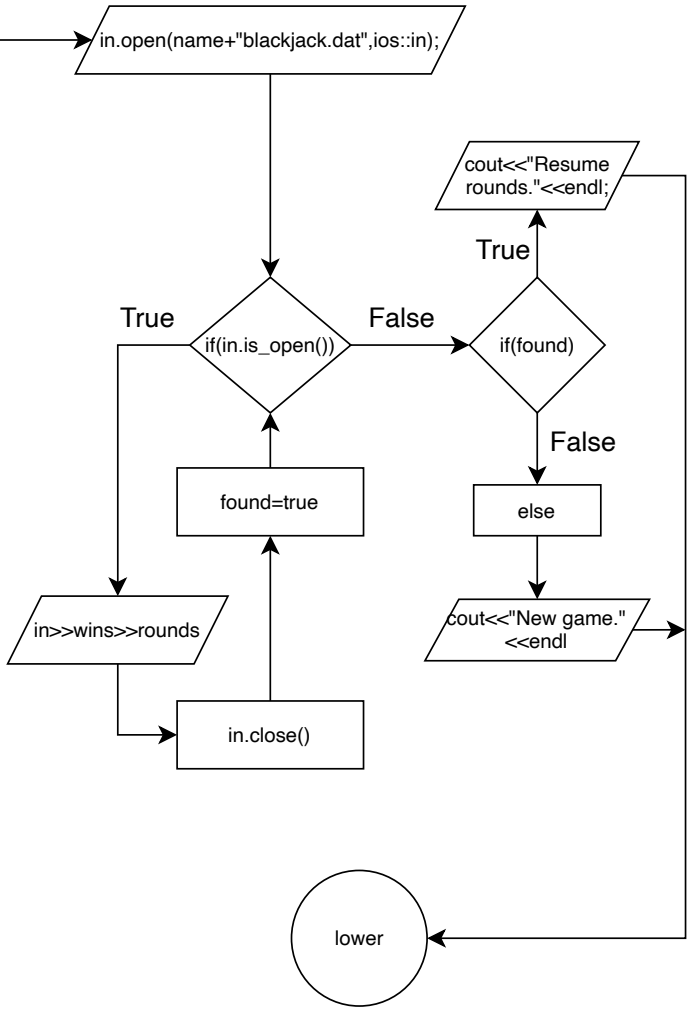
//Program Execution  
Begins Here

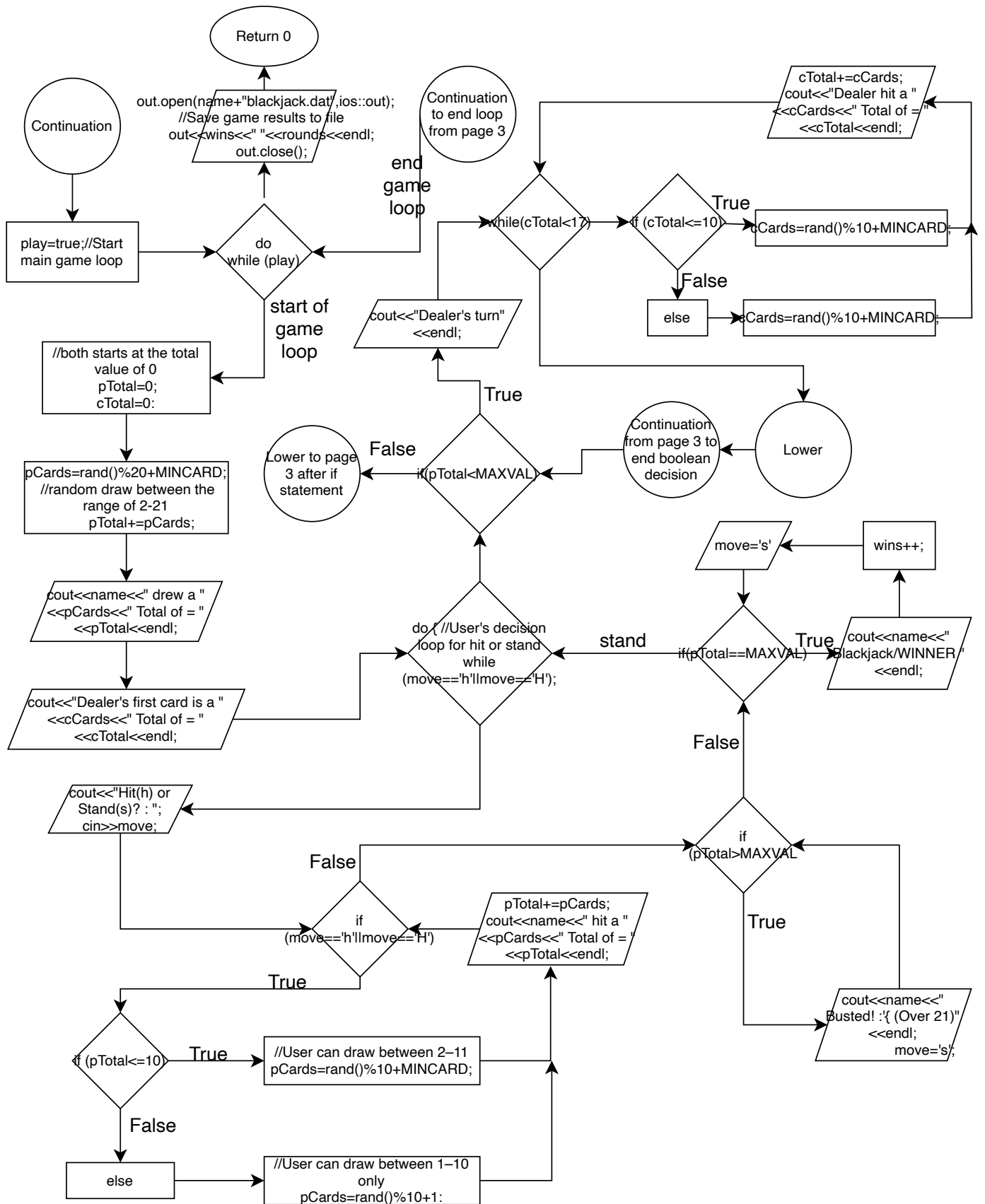
int main(int argc,  
char\*\* argv) {

```
//Set random number seed
srand(static_cast<unsigned
int>(time(0))); //random
number generator
```

```
//Declare Variables
//player's and computer's card value and total
int pCards, cCards, pTotal, cTotal;
int wins=0, rounds=0; //Track total wins and rounds
float winRate; //win probability in % out of 100%
char move; //for hit or stand
bool play; //controls game loop
string name, rWord; //User's name & temporary file word
fstream in, out; //Input/Output file streams
bool found = false; //indicate if existing user found
```

cout<<"Enter player's name: ";  
cin>>name; //Prompt the user to  
enter their name





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