

JavaScript Python PHP Lua Dart XML

Logic
Loops
Math
Text
Lists
Colour
Variables
Functions

The script is a Scratch code block containing the following logic:

- repeat while** loop with condition: `father_hand < 21` and `your_hand ≤ 21` and `adadBas = 0`.
- do** block containing:
 - `print` "your hand"
 - `print` your_hand
 - `print` "father hand"
 - `print` father_hand
 - `set` your_hand to: `your_hand + random integer from 1 to 10`
 - `set` father_hand to: `father_hand + random integer from 1 to 10`
 - `set` adadBas to: `prompt for number with message "adadBas?"`
 - if** block with condition: `adadBas ≠ 0` or `father_hand > 21` or `your_hand ≥ 21`.
 - do** block containing:
 - `set` father_hand to: `father_hand + random integer from 1 to 10`
 - if** block with condition: `father_hand < 21` and `father_hand ≥ 4`.
 - do** block containing: `set` father_hand to 21