BlackJack Final Submission and known bugs

Known Bugs

* When splitting, weird things happen such as buttons not enabling properly or bets becoming weird previous values
* The two windows before the main game don’t close or become invisible if you choose to load a player. They have to be closed manually

I am very proud of the fact that I was able to cook up a GUI in a weekend. I’m also proud of how good it looks. I think that it looks really good for a kid who had no idea how to build a GUI before. I’m also proud of the bells and whistles that I added to the game. I give the player the option of playing entirely in Spanish (albeit not very good Spanish), saving their game, loading their game, and splitting their hand. The most challenging part of this whole thing was figuring out how to get the hands to split, and doing it somewhat effectively. I found it hard to try and keep track of 2 different hands simultaneously while running the game. Another thing that bugged me was figuring out how to maintain the flow of the game if the player entered an incorrect value. If they entered a String where it would try to parse a double, I had to cook up a way that would allow them to try again without continuing past that point in the game.