Lab Description :   Write the game logic for multi-player BlackJack. At this point, Card, , BlackJackCard, Deck, Player, and Dealer have been tested thoroughly.   Now, put all of the pieces together for a complete BlackJack game with multiple players.   All players including the dealer will be accessed through the players ArrayList. The dealer will be spot 0 and all other players will be in spots 1 through x.

```
public class BlackJack
{
   private ArrayList<Player> players;  //you cannot have any other instance variables

   public BlackJack()
   {
    // instantiate all of your instance variables
   }

   public void playGame() {
       //all game code goes in here
   }

   public static void main( String args[ ] ) {
      BlackJack game = new BlackJack();
      game.playGame();
   }
}
```

Game logic for multiplayer Black Jack

```
do{
    1st – dealer shuffles the deck of cards

    2nd – loop through all of the players including the dealer
            deal each player two cards one at a time
            deal to the dealer last

    3rd – loop through the players - hit the dealer last
            print out player's hand value and cards
            while( the player wants to hit and hand value < 21 )
                    deal the player the next card
                    print out player's hand value and cards

    4th – loop through all of the players including the dealer
            print out each player's cards and hand value

    5th – loop through all of the players including the dealer
            determine which player won
v
    6th – update the win total for the winners

}while another game is to be played
```