**BLACK JACK GAME**

**Back End:**

For the back-end part of this project, I used server which resides in Visual Studio 2019 Community Version. Created a database, named BlackJackGame, and created Card and Session tables.

**Front End:**

1. **Models:**

For the user interface I used ASP.Net web application (MVC). Under the Models folder created the classes named as

* **ShuffleCards**: It used to generate the random cards.
* **Dealt**: It generates two Random cards for Player and one card for Dealer when game starts.
* **Hit** : It is used to Generate two methods named
* **Playerhit():** It will Generate One Random Card and returns CardName and updates the players score on each hit.
* **Dealerhit():**same as playerhit().
* **PlayingGame** : It Checks the scores of the player and dealer and checks the conditions to give us a result whether they wins or loses in the game.
* **GameRestart** : It will restart the game.

Here I connected with the backend data using **ADO Entity Data Model.**

1. **Controllers:**

Here I created a controller named GameController which contains ActionResult and performed Gamestart(), Hit(), Stand(), PlayAgain(), SessionReport() and GameSave().

1. **Views:**

Here I created views for Gamestart and SessionReport.cshtml. we can call controller methods in views by using TempData. and we used buttons for hit, stand, playagain, save and viewsessionreport operations.

**Software Requirements:**

* Visual Studio Community Version 2019
* SQL Server