# Purpose

Utilize the concepts in the Java class. The goal is a working program submitted by the due date. The program will be a black jack game a user (player) can play against the computer.

# Content

The program will use variables, arrays, objects, if statements and loops. A deck of cards will be created and shuffled. Then a hand will be dealt to the player and computer. The computer’s hand will have one face up card and one face down. The player will see both their cards. The computer will follow basic dealer’s rules; hit on 16 or lower and stand on 17. Since the computer does not make any decisions based on the player’s hand, the players cards and not known or taken into consideration for any of the computer’s choices. The player has the option to hit or stand whenever they want. An Ace will be automatically calculated as a 1 or 11 to generate the best player hand. The player will play first and their turn will end when they stand or bust. The game will continue until:

* The player quits
* Either the player or computer wishes a card and there are none
* There are not enough cards to deal a hand

If either the player or computer wishes a card and there are none left in the deck then the current hand will be a draw. The winner will be the one with the most hands won.

# Schedule

9/22/20 - Complete design using pseudo code

9/29/20 - Complete structure. This includes objects and program flow.

10/13/20 - Program should be complete and ready for testing

10/20/20 - Deliverable.