Plan

1. Import cards and create a deck and then shuffle it
2. Ask for the number of players
3. Create an empty list called account, then create multiple lists inside according to the number of players, then give 1000 to each of the inside list
4. Enter a for loop in range of 3 (since we play it 3 times)
5. create a list called dealer\_hand, and then give 2 cards to that list
6. create an empty list called players\_hand, then create multiple lists inside according to the number of players, then give 2 cards to each of the inside list
7. create an empty list called bet, then create multiple lists inside according to the number of players, then ask for the bet and store in the inside lists.
8. Show the initial hand of the players and dealer.
9. Read the points of the players and dealer. Make a separate list to store players` point and dealer`s point.
10. Show what the player has, the current point, and ask for his decision. If his decision is “hit”, we pop a card from the deck and add it to the player\_hand list, then read the point again. If the point is under 21, ask for his decision again, and so on.(if his decision is stay then we skip to the next player) At the end of the turn of each players, we store the point of each player.
11. After all players are done with their turns, is going to enter a while loop which going to give dealer cards until it is larger than or equal to 17. Then we should what card dealer has, and his point.
12. Compare the points of the players and dealer and determine whether the player wins or loses.
13. Adjust the account list according to whether the player wins or loses. (or pushes)
14. Print out the result of each player, how much they win(or lose), and continue
15. After 3 rounds (after the for loops has run 3 times), we print out what is their final amount of money.