

CMP SCI 2261 – Project 4

Create the card game Black Jack

If you are unclear on how the card game Black Jack works, see <https://www.bicyclecards.com/how-to-play/blackjack/>

Create a generic Card Class. For each card type (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, and A), make that a class that extends Card Class. Then make a Deck Class that will have 52 cards (so 4 of each class created before). Then create a BlackJackDeck class that extends the Deck Class and consist of 6 Decks. Just like the most popular Black Jack Game as defined in the link above.

In your main program, pretend the running java program is the dealer. Have the “player” start with some amount of money and have each game have a minimum bet that “player” has to bet for each hand. If the “player” wins the hand, the winnings are double the total bet. If the “dealer” wins the hand, no winnings are awarded to the “player”. Have the game unfold as described in the link above. It is just a 2 player game, the “dealer” and the “player” executing the program.

When it comes to dealing out cards, only print in the standard output the cards being dealt to the player. Do not show the player the cards dealt to the “dealer”. At least not until instructed to do so by the rules posted in the link above.

Mimic the game, giving the player a chance to “hit” or “stand”. Then the “dealer” can have a chance to “hit” or “stand”. Follow the rules for the “dealer” turn from the link above.

After every hand, give the “player” the option to play again, until the “player” wants to quit or runs out of money.

When the game is over, print to standard output the total numbers of hands played, number of games won by the “player”, number of games won by the “dealer”, and total winnings (or losings) for the “player”.

When ready to submit, go to your Eclipse workspace and zip up your project. Then submit your zipped up project folder to Canvas.