Playing mini-blackjack

Michael V. Koldayev

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Let's play blackjack with the help of Python.

Figure 1: IBM a lot of time ago.

PYTHON CODE FOR BLACKJACK

```
deck = [6,7,8,9,10,2,3,4,11] * 4
import random
random.shuffle(deck)
print('Let's play blackjack?')
count = 0

while True:
    choice = input('Will you take a card? y/n\n')
    if choice == 'y':
        current = deck.pop()
        print('You got a card: %d' %current)
        count += current
        if count > 21:
            print('Sorry, but you lost')
            break
        elif count == 21:
            print('Congratulations, you scored 21!')
            break
        else:
            print('You have %d points.' %count)
    elif choice == 'n':
        print('You have %d points and you have finished
        the game.' %count)
        break

print('See you again!')
```

To implement, I need a deck of cards, from which each time we will remove the map and add to the result.

Next, choose "cards": six, seven, eight, nine, ten, Jack (dignity 2), Queen (3), king (4), and ACE (11).

Randomly mix up the cards, using the random.shuffle function.

Initially the user has 0 points. We asked him: Would he like to take a card, to which he must answer y or n. If the user answered n, then we tell him how many points he scored, and end. If he wished to take a card, then we shoot him a card from the list (by using the pop). We remove the last card.

Added to the number of points of the removed cards, and then look how many points the user has. If the number of points exceeds 21, then the user lost. If the number of points equal to 21, then the user has won. If less - again ask the user whether to take a card.

In the end, say goodbye to the user.

```
End of the game
```