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Pseudocode

1. System Libraries
2. user libraries
3. global constants
4. function prototypes
5. start main
6. get a random number
7. seeding the random number
8. creates a player called user
9. creates the dealer
10. creates a vector of players
11. for the input
12. sets up the dealer info
13. puts the dealer in the vector
14. take in input
15. **do loop{**
    * + - 1. display menu
          2. take in the user input
          3. **if loop** {

displays the rules

* + - * 1. **else if** {

asks how many players

so we can take in how many players

takes in the input

cycles through the players

asks if they are a new or existing player

takes in their input

**for loop** { cycles through the players

**if loop** { if they are new

creates new account info

saves the player

pushed the player on the vector

**else if** {if they are a existing player

loads their account info

pushes them on the stack

* + - * 1. **else** { if the user can’t follow directions

reiterates their only options

resets menu

ignores what’s in the buffer

1. while they don’t choose play we will repeat this until we finish the never ending story
2. so we can ask if they want to continue
3. **do loop** {
   * + - 1. **for loop** {

**if loop** { checks to see if they player has any money if not they can add more

Lets them know they are out of funds and if they want to add some

takes in input

**if loop** { if they say yes

how much

takes it in

**else** { if not we save their info and leave

saves info

erases player from vector

**if loop** { if they have played at least once

Output would you like to play or quit

takes input

**if loop** { player want to quit

saves info

erases player from vector

* + - * 1. and we play
        2. they finish one hand
    1. while players size > 1
    2. return 0

1. End of main
2. *void* displayRules
   1. displays the rules
3. *void* displayMenu
   1. "Welcome to the game of Blackjack!"
   2. "Please select an option below."
   3. "1) Rules"
   4. "2) Play"
4. *void* dealer\_play
   1. **if loop** { dealer hits at less than 17 and on soft 17
      1. dealer gets a card
5. *void* play
   1. char input