The error I made was when I was naming my values and I did not capitalize ace. This error can be found in the version right before the final one. Most other errors were type errors.

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| --- | --- | --- | --- | --- |
| self.values | first\_card.getValue() | valAdd | player\_total | Note |
| 'ace', 2, 3, 4, 5, 6, 7, 8, 9, 10, 'Jack', 'Queen', 'King', | ‘ace’ | ‘ace’ | ‘ace’ | An if statement was made to catch ace and convert it to 11 or 1 but it was capitalized in my if statement and could not be added with integers. |
| 'ace', 2, 3, 4, 5, 6, 7, 8, 9, 10, 'Jack', 'Queen', 'King', | ‘ace’ | 7 | ‘ace’ + 7 | Can’t add a string and an integer |