If you continue hitting and get cards 5-A-3-4-9

|  |  |  |  |
| --- | --- | --- | --- |
| Line number | Score | aceinhand | xloc |
| 51 |  |  | 300 |
| 52 | 0 |  |  |
| 61 |  | False |  |
| 70 | 5 |  |  |
| 80 |  | True |  |
| 81 | 16 |  |  |
| 113 |  |  | 100 |
| 85 | 19 |  |  |
| 113 |  |  | -100 |
| 85 | 23 |  |  |
| 88 | 13 |  |  |
| 89 |  | False |  |
| 113 |  |  | -300 |
| 85 | 22 |  |  |

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Whether they want to hit or stand | Keep adding cards, and add score, while decreasing if the score is over 21 and they have an ace  If they want to hit, continue the loop, else exit the loop | Output the card given, and then the score just before you ask for their decision  If they stand output their final score  If they go over 21 output you lose |