lab05

```c
// EE231002 Lab06. Blackjack probabilities
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#include<stdio.h>
#include <stdio.h>

int main(void)
{
    int cards, suc;                         // sum of #cards, # of success
    int target, play;                       // the target point, times we play
    int point, draw;                        // total points now, a draw card
    int n;                                  // # of cards now

    printf("Points Probability #Cards\n");  // the output title
    for (target = 4;target < 22; target++) {
    for (target = 4; target < 22; target++) {
                                            // target point from 4 to 21
        suc = cards = 0;                    // initialize the # of card & cards
        for (play = 1; play < 100000; play++) {
                       play <= 100000
                                            // play 100000 times
            point = 0;                      // initialize the total points to 0
            draw =  rand() % 13 + 1;        // draw a card
            n = 1;                          // we have one card
            if (draw > 10) point += 10;     // caculate the total points now
            else if (draw == 1 && point < 11) point += 11;
            else point += draw;
            do {                            // draw till exceed or equal
            draw =  rand() % 13 + 1;
                draw =  rand() % 13 + 1;
            n++;                            // we get a card
                n++;                            // we get a card
            if (draw > 10) point += 10;     // caculate the total points now
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            else if (draw == 1 && point < 11) point += 11;
                else if (draw == 1 && point < 11) point += 11;
            else point += draw;
                else point += draw;
            } while (point < target);
            if (point == target) {          // if we got the aimed points
                cards += n;
                suc++;                      // we succeed!
            }
        }
        printf("%3d", target);              // output the result
        printf("%11.2f%%", suc / 1000.0 );  // the success rate in 100000 plays
```

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            printf("%11.2f%%", suc / 1000.0);  // the success rate in 100000 plays
40          printf("%9.2f\n", cards / 1.0 / suc);
41                                              // the average cards to succeed
42      }                                       // aim to another target point
43      return 0;
44  }
```

[Format] can be improved.
[Coding] lab05.c spelling errors: caculate(2)
[stdlib] needs to be included.
[100000] experiments should be performed for each point

Score: 79