



```
//start game
```

```
//ask how many players not including dealer
```

```
//set max players = 5
```

```
int numPlayers = scnr.nextInt()
```

```
//for each user set starting cash
```

```
double startingCash = scnr.nectDouble()
```

```
//set reshuffle limit (how many cards left to reshuffle to protect from card counting, default 10)
```

```
int reshuffle = scnr.nextInt()
```

```
make blackjack constructor for 1 - 5 users
```

```
//showing constructor for 1 user
```

```
Blackjack game = new Blackjack(new Deck, new Dealer, new User, 21,reshuffle);
```

```
//inititalize deck and shuffle
```

```
game.initDeck()
```

```
//loop while deck's playable cards > reshuffle limit
```

```
do{
```

```
    for each user
```

```
        user.placeBet()
```

```
    dealer.deal() //gives one card (face up) to all players, themselves last, another round to all  
    players (face up), then themselves last (face down)
```

```
        //.deal() will call playableCards.remove(), player hand.add()
```

```
    for each user
```

```
        user.getHandTotal() is called after each deal and compared with maxCardTotal, for  
        blackjack will be a final variable == 21
```

```
        player can now hit() or stand(), updating getHandTotal after every hit
```

```
//once all users are served, deal reveals the face down card
```

```
dealer.showHand()
```

```
dealer.getHandTotal()
```

```
    if dealer.getHandTotal() <= 16
```

```
        dealer must hit
```

```
    if dealer.getHandTotal() >= 17
```

```
        dealer must stand
```

```
//winner is decided to whomever is closer to maxCardTotal (21)
//users are only playing against dealer, not other users

if dealer wins, dealer.cash += bets

if user wins, user.cash += 3:2 ratio of bet

//dealer and user hands go to discard pile
player hand.remove(), discardPile.add()

//ask user if they want to continue or end the game

}while(playableCards.size() > reshuffleLimit)
```