# BlackJack

**What is BlackJack?**

Blackjack, also known as twenty-one, is the most widely played casino banking game in the world.

Blackjack is a comparing card game between a player and dealer, meaning that players compete against the

dealer but not against any other players. It is played with one or more decks of 52 cards. The player or

players are dealt an initial two-card hand and add together the value of their cards. Face cards (kings, queens,

and jacks) are counted as ten points. A player and the dealer can count his or her own ace as 1 point or 11

points. All other cards are counted as the numeric value shown on the card. After receiving their initial two

cards, players have the option of getting a "hit", or taking an additional card. In a given round, the player or

the dealer wins by having a score of 21 or by having the highest score that is less than 21. Scoring higher than

21 (called "busting" or "going bust") results in a loss. A player may win by having any final score equal to or

less than 21 if the dealer busts. The dealer has to take hits until his or her cards total 17 or more points. (In

some casinos the dealer also hits on a "soft" 17, e.g. an initial ace and six.) Players win if they do not bust and

have a total that is higher than the dealer's. The dealer loses if he or she busts or has a lesser hand than the

player who has not busted. If the player and dealer have the same total, this is called a "push" and the player

typically does not win or lose money on that hand.

**Summary**

**Project lines: 227**

**Number of variables: 19**

**This project is the result of what I have learned in class containing as much logic as I can think of. I quickly grew to realize that results are not always concrete without testing them first. It took me a couple of days to finish the project. Most of the card dealing logic was already set into my first project.**