

# PSEUDOCODE KMOM03

START

CREATE OBJEKT carddesk

CREATE OBJEKT bank

DOE bankSuffle(carddesk)

READ number of palyer (INT)

DOE bank READ bankSet(INT)

FOR i < number of palyer (INT)

CREATE palyer(OBJEKT)

DOE bank(carddesk, palyer) deal card

player CALCULATE points

player READ playerSet(INT)

ENDFOR

FOR each player

WHILE player is not sutisfyed

DOE bank(carddesk, palyer) deal card

player(card) CALCULATE points

CASE points > 21

CALCULATE playerVinst = playerVinst - playerSet

CALCULATE bankVinst = bankVinst + playerSet

BREAK -> ENDWHILE

CASE points = 21

CALCULATE playerVinst = playerVinst + playerSet

CALCULATE bankVinst = bankVinst - playerSet

BREAK -> ENDWHILE

CASE points < 21

IF player is not sutisfyed THEN

REPEAT form DOE ...

ELSE

GO TO bank take revanshe

ENDWHILE

SEQUENCE bank take revanshe

BEGIN

DOE bankTakeCard(carddesk)

CALCULATE points bank(card)

CASE points > 21

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        CALCULATE playerVinst = playerVinst + playerSet
        CALCULATE bankVinst = bankVinst - playerSet
        BREAK -> ENDWHILE

    CASE points = 21
        CALCULATE playerVinst = playerVinst - playerSet
        CALCULATE bankVinst = bankVinst + playerSet
        BREAK -> ENDWHILE

    CASE points < 21
        IF player is not satisfyed THEN
            REPEAT form DOE ...
        ELSE
            GO TO bank compare points with player
        END
    END

SEQUENCE bank compare points with player
BEGIN
    IF bankpoints >= palyerpoints THEN
        CALCULATE playerVinst = playerVinst - playerSet
        CALCULATE bankVinst = bankVinst + playerSet
    ELSE
        CALCULATE playerVinst = playerVinst + playerSet
        CALCULATE bankVinst = bankVinst - playerSet
    ENDIF
END
END
ENDFORE
END

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