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

            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 compare points with player

        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

    ENDFORE

END