

Basic Idea

in Game:

make a deck, make 2 players, (each with empty hands) the deal method in the deck class gives 2 cards per round to each player, then the total of the hands is calculated and compared in the hand class and the winner wins.

the player that has a hand which is closer to 21 without going over wins. The while loop should ask the player if he wants to hit or stand based on the 2 cards he's gotten so far at the beginning of each hand.

