**Objective**

This project involves simulating a BlackJack card game. You may use all the Java features covered in the first two weeks of the course in completing this game.

**Game Description**

A simple blackjack card game consists of a player and a dealer. A player is dealt cards, called a hand. Each card in the hand has a point value. The objective of the game is to get as close to 21 points as possible without exceeding 21 points. A player that goes over is out of the game. The dealer deals cards to itself and a player. The dealer must play by slightly different rules than a player. A game proceeds as follows: A player is dealt two cards face up. If the point total is exactly 21 the player wins immediately. If the total is not 21, the dealer is dealt two cards, one face up and one face down. A player then determines whether to ask the dealer for another card (called a “hit”) or to “stay” with his/her current hand. A player may ask for several “hits.” When a player decides to “stay” the dealer begins to play. If the dealer has 21 it immediately wins the game. Otherwise, the dealer must take “hits” until the total points in its hand is 17 or over, at which point the dealer must “stay.” If the dealer goes over 21 while taking “hits” the game is over and the player wins. If the dealer’s points total exactly 21, the dealer wins immediately. When the dealer and player have finished playing their hands, the one with the highest point total is the winner. If the dealer and player tie, nobody wins. Play is repeated until the player decides to quit.

**Game Elements**

* **Card Values**: Cards have numeric values. Face cards (Jack, King, Queen) are worth 10 points. An Ace is worth either 1 point or 11 points.
* **Deck**: A collection of cards that the dealer draws from. It should be shuffled at the start of the game. It shall consist of 52 cards.
* **Input/Output**: The program shall use console input and output.

**Deliverables**

* Java source code. Do not submit any IDE-related files.
* A video illustrating game play.

**Sample Game Play**

The dialogue below illustrates a sample game play. Your program does not have to produce interactions exactly like this…it is here just to provide context.

A screenshot of a computer

AI-generated content may be incorrect.