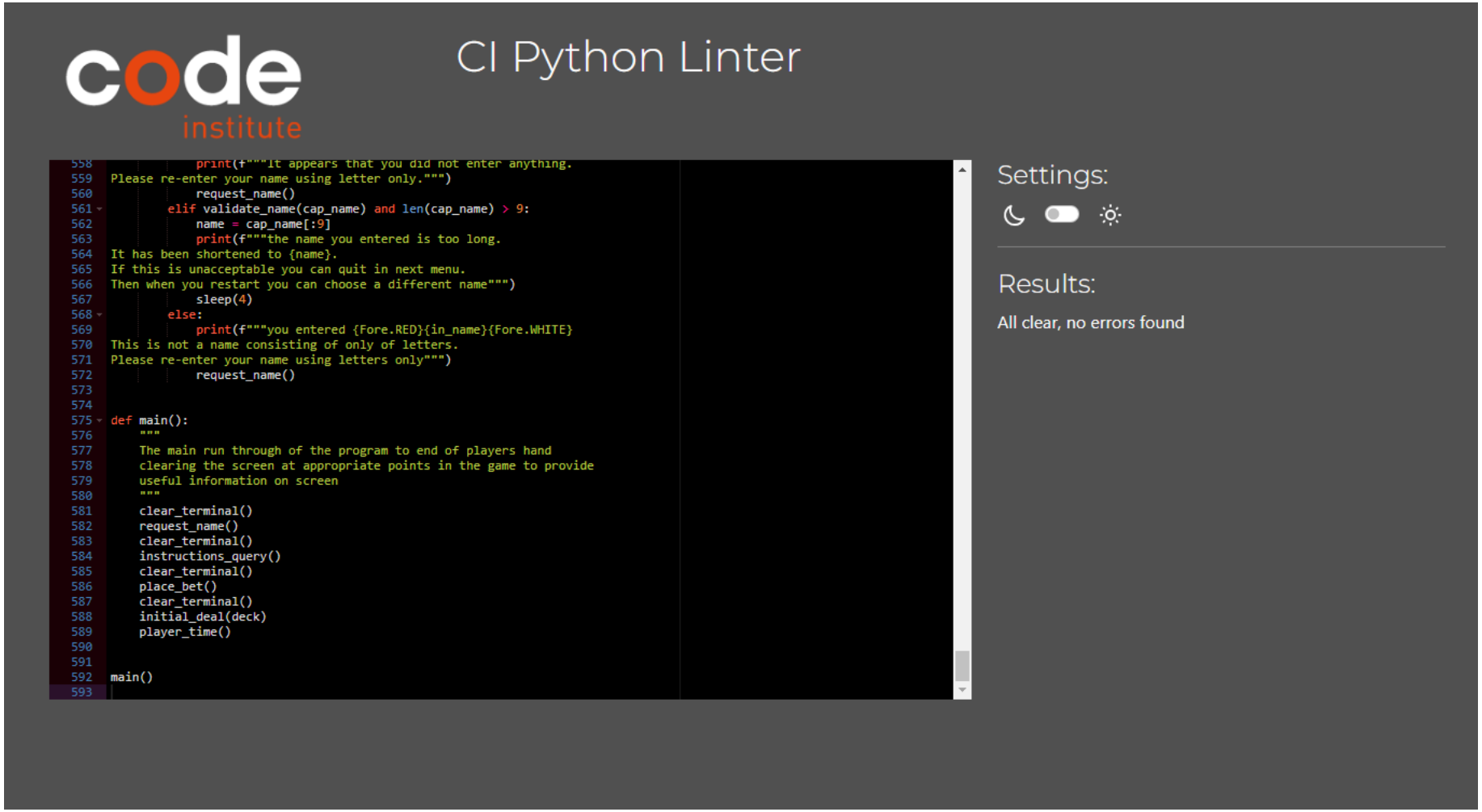
run.py


code institute
CI Python Linter
print(f"""it appears that you did not enter anything.
Please re-enter your name using letter only.""")
request_name()
elif validate_name(cap_name) and len(cap_name) > 9:
name = cap_name[:9]
print(f"""the name you entered is too long.
It has been shortened to {name}.
If this is unacceptable you can quit in next menu.
Then when you restart you can choose a different name""")
sleep(4)
else:
print(f"""you entered {Fore.RED}{in_name}{Fore.WHITE}
This is not a name consisting of only of letters.
Please re-enter your name using letters only""")
request_name()
def main():
"""
The main run through of the program to end of players hand
clearing the screen at appropriate points in the game to provide
useful information on screen
"""
clear_terminal()
request_name()
clear_terminal()
instructions_query()
clear_terminal()
place_bet()
clear_terminal()
initial_deal(deck)
player_time()
main()
Settings:
Results:
All clear, no errors found

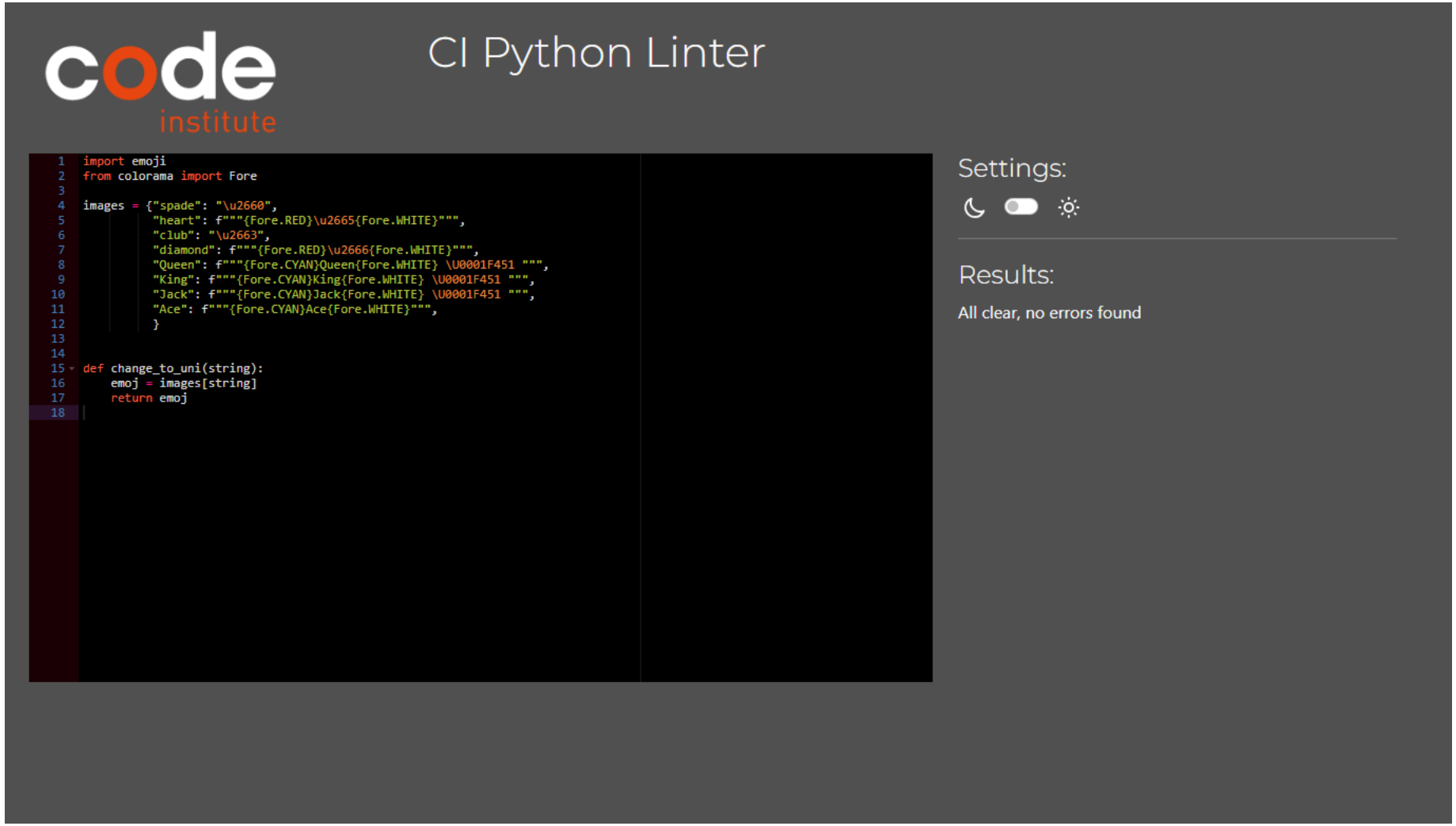
ascii.py


code
institute
CI Python Linter
1 def title():
2 """ASCII title so the user knows name of program"""
3 print(f"""
4
5 BLACKJACK
6 """)
7
8
9 def goodbye():
10 """ASCII writing to say goodbye to user"""
11 print(f"""
12
13 GOODBYE
14 """)
15 quit()
16
Settings:
Results:
All clear, no errors found

cards.py


code institute
CI Python Linter
import random
def generate_cards():
"""
Builds a deck of cards into a dictionary in a list.
Using list comprehension to go through nested for loops
of suit and number outputting the dictionary to a list for
each cards
"""
suits = ["spade", "diamond", "heart", "club"]
names = ["Ace", 2, 3, 4, 5, 6, 7, 8, 9, "Jack", "Queen", "King"]
cards = [{"suit": suit, "name": name} for suit in suits for name in names]
return cards
def generate_deck():
"""
Randomises a deck of cards so that the last one can be taken
as though after a shuffle. Returns the random deck
"""
random_deck = random.sample(cards, 48) # 48 cards in deck
return random_deck
cards = generate_cards()
Settings:
Results:
All clear, no errors found

dictionary.py



strings.py


code institute
CI Python Linter
If the dealer gets higher than you without
exceeding {Fore.CYAN}21{Fore.WHITE} - he wins.
If he exceeds {Fore.CYAN}21{Fore.WHITE} - you win.
If you match scores you get your bet back.
If at the end you have the higher value - you win.
"""
sleep(1)
enter_to_continue()
def str_instructions_query():
print(f"""Please choose whether to
{Fore.CYAN}Play the game{Fore.WHITE}
or {Fore.CYAN}Read instructions{Fore.WHITE}
or {Fore.CYAN}Quit - this will remove you from program{Fore.WHITE}.
move up or down to select then press enter""")
def str_request_bet():
print(f"""If you wanted to bet {Fore.RED}50{Fore.WHITE} units,
you would type {Fore.RED}50{Fore.WHITE} and press enter
Please input your bet""")
def str_player_action():
print(f"""Please choose whether to
{Fore.CYAN}Hit{Fore.WHITE} (get one more card)
or {Fore.CYAN}Stick{Fore.WHITE} (No more cards)
or {Fore.CYAN}Double down{Fore.WHITE} (get one more card and double bet)
or {Fore.CYAN}Quit round{Fore.WHITE} (loose bet and end round)
move up or down to select then press enter""")
Settings:
Results:
All clear, no errors found