

run.py



CI Python Linter

```
558         print(f"it appears that you did not enter anything.  
559 Please re-enter your name using letter only.")  
560         request_name()  
561     elif validate_name(cap_name) and len(cap_name) > 9:  
562         name = cap_name[:9]  
563         print(f"the name you entered is too long.  
564 It has been shortened to {name}.  
565 If this is unacceptable you can quit in next menu.  
566 Then when you restart you can choose a different name")  
567         sleep(4)  
568     else:  
569         print(f"you entered {Fore.RED}{in_name}{Fore.WHITE}  
570 This is not a name consisting of only of letters.  
571 Please re-enter your name using letters only")  
572         request_name()  
573  
574  
575 def main():  
576     """  
577     The main run through of the program to end of players hand  
578     clearing the screen at appropriate points in the game to provide  
579     useful information on screen  
580     """  
581     clear_terminal()  
582     request_name()  
583     clear_terminal()  
584     instructions_query()  
585     clear_terminal()  
586     place_bet()  
587     clear_terminal()  
588     initial_deal(deck)  
589     player_time()  
590  
591  
592 main()  
593
```

Settings:



Results:

All clear, no errors found

ascii.py



CI Python Linter

```
1 ~ def title():
2     """ASCII title so the user knows name of program"""
3     print(f"""
4         BLACKJACK
5     """)
6
7
8
9 ~ def goodbye():
10    """ASCII writing to say goodbye to user"""
11    print(f"""
12        GOODYE
13    """)
14
15    quit()
16
```

Settings:



Results:

All clear, no errors found

cards.py



CI Python Linter

```
1 import random
2
3
4 def generate_cards():
5     """
6     Builds a deck of cards into a dictionary in a list.
7     Using list comprehension to go through nested for loops
8     of suit and number outputting the dictionary to a list for
9     each cards
10    """
11    suits = ["spade", "diamond", "heart", "club"]
12    names = ["Ace", 2, 3, 4, 5, 6, 7, 8, 9, "Jack", "Queen", "King"]
13    cards = [{"suit": suit, "name": name} for suit in suits for name in names]
14    return cards
15
16
17 def generate_deck():
18    """
19    Randomises a deck of cards so that the last one can be taken
20    as though after a shuffle. Returns the random deck
21    """
22    random_deck = random.sample(cards, 48) # 48 cards in deck
23    return random_deck
24
25
26 cards = generate_cards()
27
```

Settings:



Results:

All clear, no errors found

dictionary.py



CI Python Linter

```
1 import emoji
2 from colorama import Fore
3
4 images = {"spade": "\u2660",
5           "heart": f""{Fore.RED}\u2665{Fore.WHITE}""",
6           "club": "\u2663",
7           "diamond": f""{Fore.RED}\u2666{Fore.WHITE}""",
8           "Queen": f""{Fore.CYAN}Queen{Fore.WHITE} \U0001F451 """,
9           "King": f""{Fore.CYAN}King{Fore.WHITE} \U0001F451 """,
10          "Jack": f""{Fore.CYAN}Jack{Fore.WHITE} \U0001F451 """,
11          "Ace": f""{Fore.CYAN}Ace{Fore.WHITE}""",
12          }
13
14
15 def change_to_uni(string):
16     emoji = images[string]
17     return emoji
18
```

Settings:



Results:

All clear, no errors found

strings.py



CI Python Linter

```
63
64 If the dealer gets higher than you without
65 exceeding {Fore.CYAN}21{Fore.WHITE} - he wins.
66
67 If he exceeds {Fore.CYAN}21{Fore.WHITE} - you win.
68
69 If you match scores you get your bet back.
70
71 If at the end you have the higher value - you win.
72 """
73     sleep(1)
74     enter_to_continue()
75
76
77 def str_instructions_query():
78     print(f"""Please choose whether to
79     {Fore.CYAN}Play the game{Fore.WHITE}
80     or {Fore.CYAN}Read instructions{Fore.WHITE}
81     or {Fore.CYAN}Quit - this will remove you from program{Fore.WHITE}.
82     move up or down to select then press enter""")
83
84
85 def str_request_bet():
86     print(f"""If you wanted to bet {Fore.RED}50{Fore.WHITE} units,
87     you would type {Fore.RED}50{Fore.WHITE} and press enter
88     Please input your bet""")
89
90
91 def str_player_action():
92     print(f"""Please choose whether to
93     {Fore.CYAN}Hit{Fore.WHITE} (get one more card)
94     or {Fore.CYAN}Stick{Fore.WHITE} (No more cards)
95     or {Fore.CYAN}Double down{Fore.WHITE} (get one more card and double bet)
96     or {Fore.CYAN}Quit round{Fore.WHITE} (loose bet and end round)
97     move up or down to select then press enter""")
98
```

Settings:



Results:

All clear, no errors found