

"21" Black Jack Game Program

Program Objective:

The beginnings of the program have already been written and are attached to these instructions. You just need to check and/or correct two classes Card and Dealer.

Instructions:

This is one program, made up of 2 classes. The instructions are simple -- just review the code and add anything that will complete the program. Be sure to keep the original code intact separating code into files in the manner they were sent (main, dealer.h, dealer.cpp, card.h, and so on)

Part 1: Complete Blackjack Game Program

We will have a main menu to allow the user to decide how many players (minimum and maximum) at their Black Jack Table.

There will be a class for the cards with member variables of each card's name and value.

We may be using member functions to randomly getName and getValue and also assign value to the player.

We plan to use a loop to keep dealing cards until the player inputs a different option -- options being “hit”, “stand”, and so on.

If the player goes beyond a value of 21, the player “busts” and the game states that the player is “out.”

We will use a constructor to randomize the 2 cards dealt to the players and the dealer.

After each player has had the opportunity to “stay” or exceed 21, the dealer’s second card will become visible and the dealer will draw a card.

When a winner is decided there will be a win counter to keep track of player wins.

A betting system will also be needed

A loop will be used to restart the game and return the user to the main menu.

Part 2: Be sure to add comments Add a vector as a member variable to pizza class

This will help non-programmers and new-programmers understand what's happening in the code.

Please include a UML