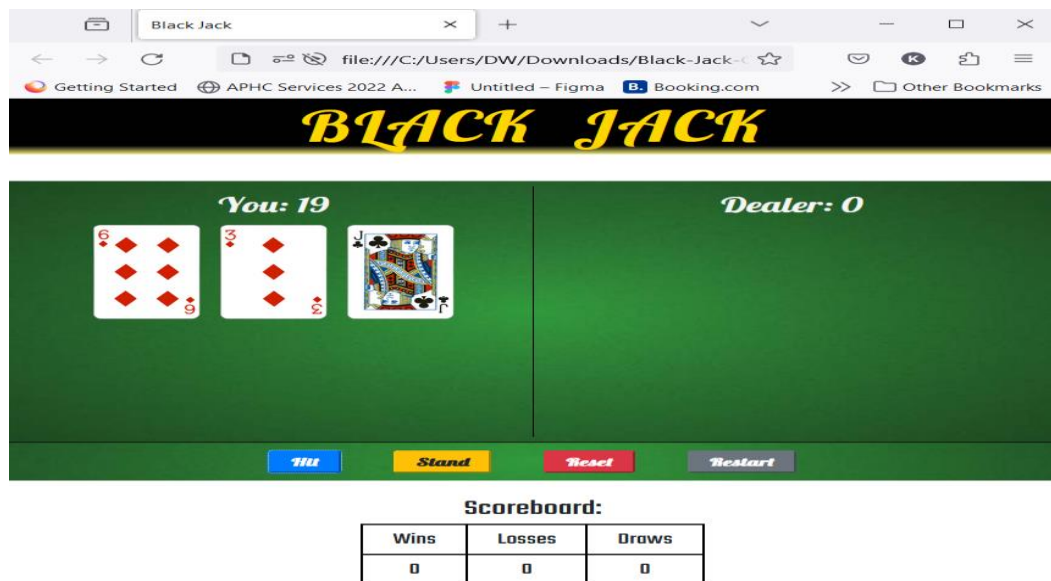# Black-Jack-Game

T Siva Keerthi

3/4 Computer Science and Design

SRKR Engineering College

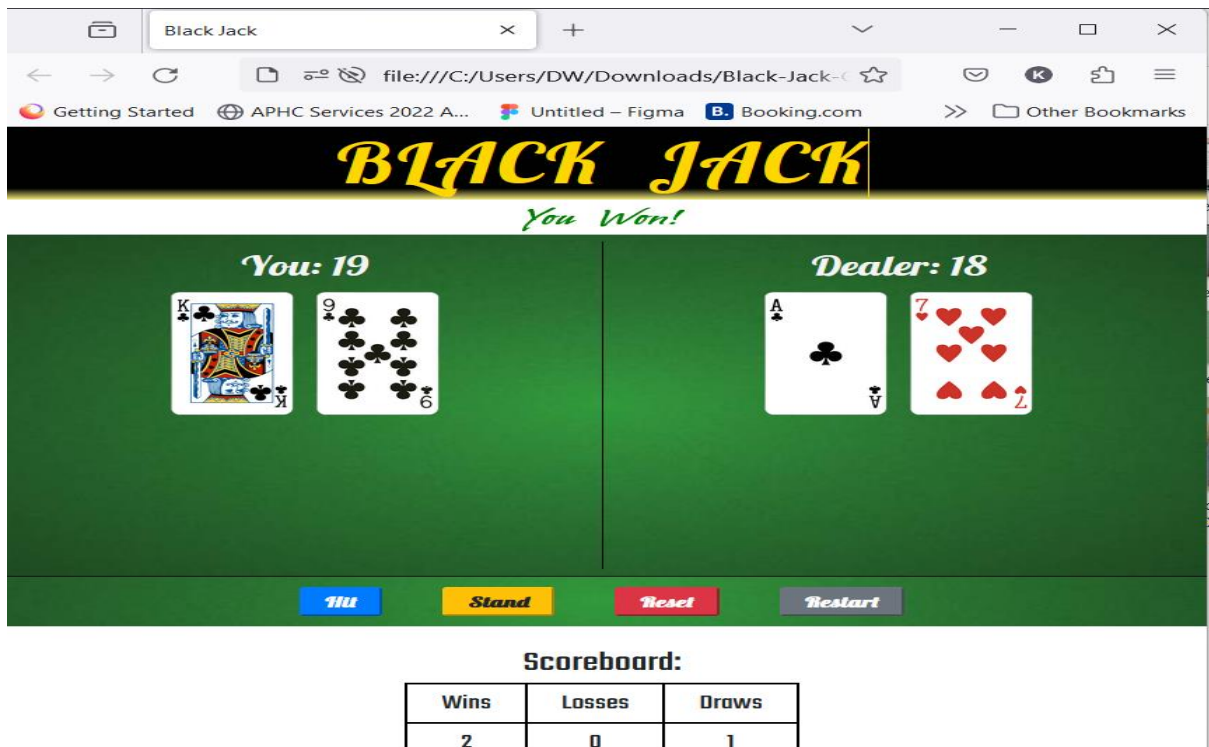Bhimavaram

STEP-1 : Drawing Cards**:** The drawCard() function randomly selects a card from the deck, updates the player's score, and displays the drawn card on the interface.
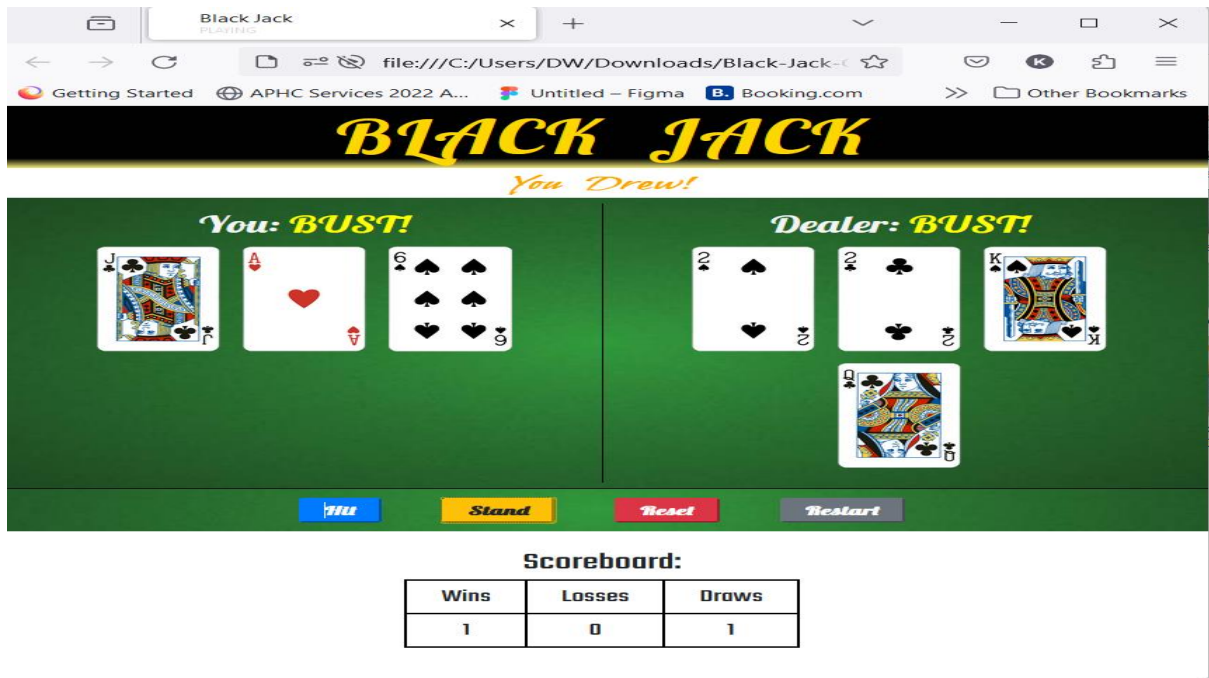

STEP-2 : Updating Score: The updateScore() function calculates the player's score based on the drawn card and updates it accordingly.

STEP-3 : Displaying Results: The `showresults()` function displays the game result (win, loss, or draw) on the interface and plays corresponding audio effects.

STEP-4 : `restartGame()` reset the game state and scoreboard to start a new game