Outlook

Pygame Development Project

Van   Steven Baert <steven.baert@student.ucll.be>

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Tot   Marie-Anne Verdeyen <marieanne.verdeyen@ucll.be>

Dear Ms. Verdeyen,

During the development of blackjack, I didn't encounter any severe difficulties while programming, but I would like to receive your input about a part of my code.

```
else:
    if hand_active and ((player_score == 21 or player_score_2 == 21) or (player_score_2 > 21 and
player_score > 21) ) and split_stack:
        hand_active = False
        reveal_dealer = True

    if hand_active and player_score >= 21 and not split_stack:
        hand_active = False
        reveal_dealer = True
if reveal_dealer:
    if (player_score > 21 and player_score_2 <= 21) or (player_score < player_score_2 <= 21):
        player_score = player_score_2
```

In my blackjack game, the player has the option to split his cards if they have 2 of the same kind to increase the odds. I use the code above as an automatic detection to see if the player reached 21 or above with his hand(s).

The code can be separate into 2 parts, the first part starting from "else:" is to let the game automatically stop when the player has 21 in one of his stacks or when both of his stacks are above 21. I wrote it like this, so it doesn't matter if the player splits his cards or not.
The second part starts from "if reveal dealer:", this part looks at what stack is closer to 21 and when the score of the second stack of cards is higher then the first stack but still below 21. If the second stack is higher, the first stack gets overwritten by the second so that it can be used when determining the winner of the game.

Would it be possible to receive your input on how to improve the code or to give feedback on how to make it more easily readable by other programmers.
Thank you in advance to get back at me at your earliest convenience.

Kindest regards,

Steven Baert