

# *Blackjack Explanation*

*Taeyoung Lee*

*February 25, 2016*

Blackjack is a casino banking game. Balckjack is a comparing card game between players and a dealer, meaning players compete against the dealer but not against other players. It is played with one or moer decks of 52 cards. For winning this game, the players beat the dealer in one of following ways: getting 21 points on the player's first two cards called a blackjack without a dealer blackjack, getting higher final score than the dealer without exceeding 21, or letting the dealer draw additional cards until his or her hand exceeds 21. The code below is the program that can play the blackjack.

## BLACKJACK JAVA CODE

```
import java.util.Scanner;
import java.util.*;

public class Cards{
    static int count=52;
    public static int rand(int high){
        return (int) (high*Math.random()+1);
    }

    public static void shuffle(String[] the_deck, int switches){
        String temp;
        int a; int b;
        for(int i=0; i<switches; i++){
            a = rand(52);
            b = rand(52);
            temp = the_deck[a-1];
            the_deck[a-1] = the_deck[b-1];
            the_deck[b-1] = temp;
        }
    }

    public static void main(String[] args){

        String[] deck = new String[52];
```

First import the utilities of scanner and all then make the class

And set the method that will return random integer number from the highest value of the range

Then shuffle the cards of the deck

This method is for dealing to players, so the cards of the deck need to be -1

keep going with this process as the player but the ace can be chosen as 1 or 11, so integer card needs to be 13 for ace.

Set the value for clubs,diamonds,hearts, and spades to the numbers on the card.

print the deck

Shuffle again and print that it's "shuffled"

And print the all the deck

```

String[] suit = new String[4];
int[] card = new int[13];

for (int i=0; i<card.length; i++){
    card[i]=i+1;}
String cardName;
suit[0] = "Clubs";
suit[1] = "Diamonds";
suit[2] = "Hearts" ;
suit[3] = "Spades";

for(int i=0; i<4; i++){
    for(int j=0; j<13; j++){
        if(j==0){cardName="Ace";}
        else if(j==10){cardName="Jack";}
        else if(j==11){cardName="Queen";}
        else if(j==12){cardName="King";}
        else {cardName=Integer.toString(card[j]);}
        deck[ 13*i+j ]= cardName + "_" +suit[i];
    }
}

for(int i=0; i<52; i++){
    System.out.println(deck[i]);
}

shuffle(deck, 1000);

System.out.println("SHUFFLED");

for(int i=0; i<52; i++){
    System.out.println(deck[i]);
}

}
}

```