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### System Libraries

include iostream  
include string.h  
include ctime  
include vector  
include fstream  
include iomanip  
include cstdlib

### using namespace

std

### Global Variables

const int PERCENT = 100.00

### Function Prototypes

//Array prototypes  
void getCard  
void shuffle  
void pntDeck  
void filDeck  
void selSort

### Function Prototypes

//Vector prototypes  
void filDeck  
void shuffle  
void getCard  
void bubSort

### Function Prototypes

//Game prototypes  
void game  
bool check21  
bool check21  
void stndHit  
void dealDrw

### Function Prototypes

//Bet&Menu prototypes  
void menu  
void initBet  
int betUpdt  
void linSrch

main

srand(static\_cast(time(NULL)))

srand(static\_cast(time(NULL)))

### Declare Variables

ofstream out  
**short** dealer,  
wins,  
games  
**float** winrate  
**const int** NUMCARD = 52  
**int** p1Hand,  
bet,  
total,  
faceVal[NUMCARD];  
**string** c[NUMCARD]  
**char** again  
**vector**<int> deck  
**vector**<string> card

### Initialize Variables

total = 0  
again == 'y'  
wins = 0

### Initialize Decks & run menu

filDeck(c,faceVal,NUMCARD)  
filDeck(deck,card)  
menu(c,faceVal,NUMCARD)

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