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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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