

```
void game (int NUMCARD, int faceVal[], string c[], vector<int> &deck, vector<string> &card,
int &bet,int &total, short &wins,int p1Hand, short dealer) {
```

bool who won

```
getCard(c,faceVal,NUMCARD,
p1Hand)
```

```
getCard(c,faceVal,NUMCARD,
p1Hand)
```

output p1Hand

```
getCard(deck,card,dealer);
```

```
getCard(deck,card,dealer);
```

True

output push and
total/bet

return to main

dealer == 21
&&
p1Hand == 21

True

output loss and
total/bet

return to main

check21(dealer) == true

False

check21(p1Hand)
==
true

False

output win and
total/bet

return to main

game
part 2









