Individual-Project: Python Blackjack Game

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I will use lists, dictionaries, and functions throughout this Black Jack game. And objects and classes for the Python code within the Carnets notebook on ios on iPhone for this project. I learned a great deal of Black Jack I played to get a feel for the game, visualization, and comprehension of all it entailed. I had issues over complexifying how the code should appear or if it should be animated interactive in visual code.

It should be more like a game on a console, computer, or phone. I'd never played Black Jack before until this project. I am still determining where to begin or carry out the code, what function to utilize, and where. Reviewing various Python articles was very beneficial, and some YouTube tutorials. My first step in the process of this blackjack project implementation is comprehending the black Jack game and how to play the game.

Learning in BlackJack, every card has a particular value, and learning the ins and out of the game. Coding in my carnets notebooks, I began my importing a random module which is the import module:

In going in-depth about how every function, class, attribute, loop, additionally the conception of the function ‘ create deck()’ (in the ‘Deck’ class), the process has become utilized in forming a create the deck of cards with all probable amalgamations concerning both suits also ranks.

The Function ‘shuffle()’ (in the ‘Deck’ class) overall detail is where the function randomly shuffles the deck about every card. At the same time, the type of process belongs to the ‘Deck” class, whereas the function ‘draw\_card()’(in the ‘Deck’ class where its detailed function retrieves the very top card from the deck in taking it away from the list of cards. The ‘Deck” class.

The Class “Card” has been demonstrative of the sole playing card of attributes ‘suit’ as well as ‘rank,’ which has become reflective involving what is called the suit, for instance, Clubs the Diamonds alongside the rank, for example, Ace, two and king of the card. The type is class. Class “Deck” has been demonstrative concerning the deck of cards. The attribute ‘cards’ is a list of Card objects alongside processes for forming the deck and shuffling the cards while drawing a card from the deck. The type or form is Class. The Class ‘Hand,” where this significant class has become demonstrative of the player’s hand. has an attribute ‘card,” which is a list within card objects and methods that will add to the card next to the hand, which then has calculated the value of the writing this is a class. The Class “Player’ establishes a player. So then this has attributes ‘name,’ which is the player’s name, and ‘hand,’ which has been a notable instance within the Hand illustrating the player’s hand and methods in hitting the draw card next, which has shown the hand which is a class.

Which is the class, so this class is indicative of the Blackjack game. Which has the attributes ‘deck,’ which is an instance within the Deck class, and ‘player,’ so the instance concerning the player class is reflective of the player, alongside the ‘dealer,’ an instance of the player class representing the dealer.

The Class ‘Blackjack Game’ additionally has processes where these methods are paramount in playing and participating in the blackjack game, which has gone into the player’s turn further has determined the winner, which also has been class.

Moving onwards, I’ve utilized the loop within ‘player\_turn()’ method to allow the player to recurrently hit the draw a card or stand, concluding their turn until they select to stand or bust.

This is a loop. So while the loop within the ‘dealer\_turn()” method which the loop is demonstrative of the dealer’s turn. This enables the dealer to hit draw a card next until their hand value has begun to reach the number seventeen above or far surpassing the number seventeen; this type is a loop.

Loop ‘ while” loop within ‘dealer turns. Has allowed. The player next hit drawing a card only until the hard value of this card has obtained a hand value has attained seven and above, which is defined as a loop. Lastly, each card within the deck of blackjack is demonstrative of the playing card, which has an additional card with a precise suit as well as rank; for instance, the Ace of Clubs ‘ Card(“Clubs,” “Ace”)’ Also, two of diamonds ‘Card (“Diamonds,” “2”). Queen of Hearts ‘Card (“Hearts,” “Queen “)’ next King of Spades ‘Card (“Spades,” King”)’ With the card ‘suits’ attribute has been representative of the suit of the card “Clubs,” “Diamonds”). The card’s ‘rank’ attribute is representative of the rank of this card for illustration, “Ace,” “2”,”

Added illustration within card ranking the three of club ‘Card(“Clubs,” “3”)’. Additionally, the ten of diamonds ‘Cards (“Diamond,” “10”). Jack of Hearts ‘Card(“Hearts,” “Jack”), “10”. Jack of Hearts: Card(“ Hearts,” “Jack”). Lastly, King of Spades is an illustration of card ranks ‘Card (“Spades,” “King”).

Illustrations of suits which encompass four of clubs ‘Card (“Clubs,” “4”), Ace of Diamonds ‘Card (“Diamonds,” “Ace☺. The Seven of Hearts ‘Card (“hearts,” “7”. Queen of Spades ‘Card (“spades,” Queen”). Within this coding ‘rank’ attribute concerning the ‘Card’ class has been representative of the rank of cards for illustration” Ace,” 2”, “3”,…, “10”,” Jack,” “Queen,” “King”), in addition to the; suit’ attribute is demonstrative with the suit of the card for example, “Club,” “Diamonds,” “Hearts,” Spades.” Utilizing the pop items will remove. The last item of the list.

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