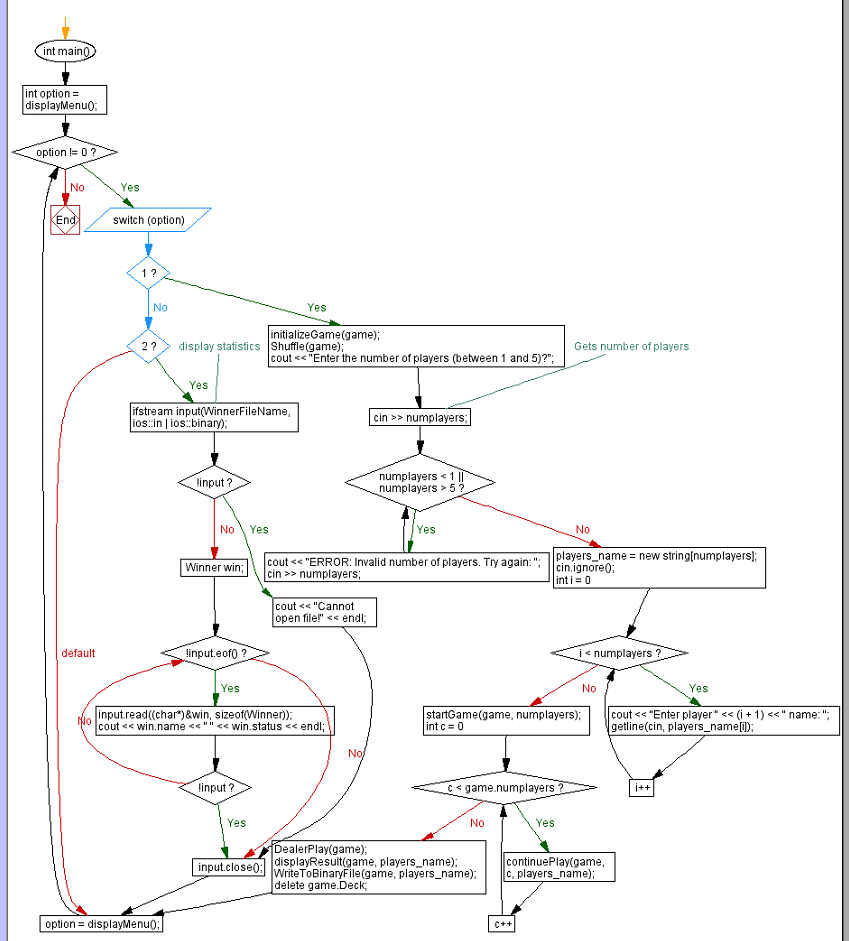
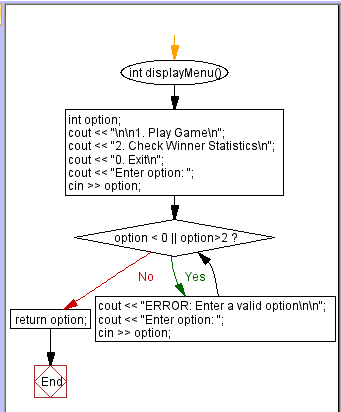
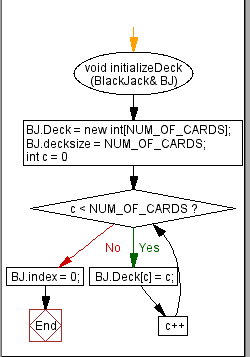
Main Function:



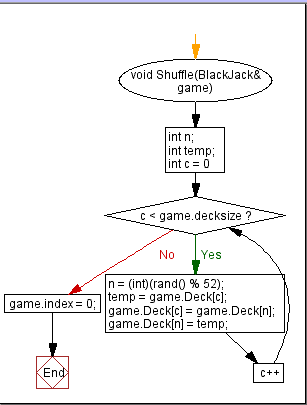
displayMenu:



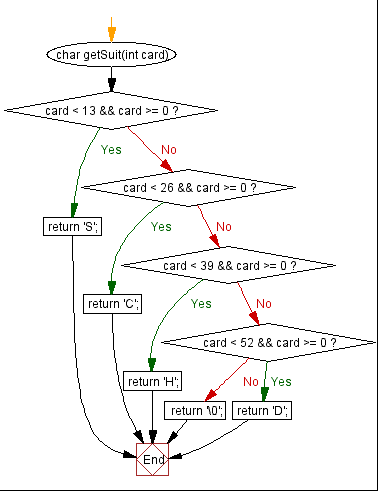
initializeDeck



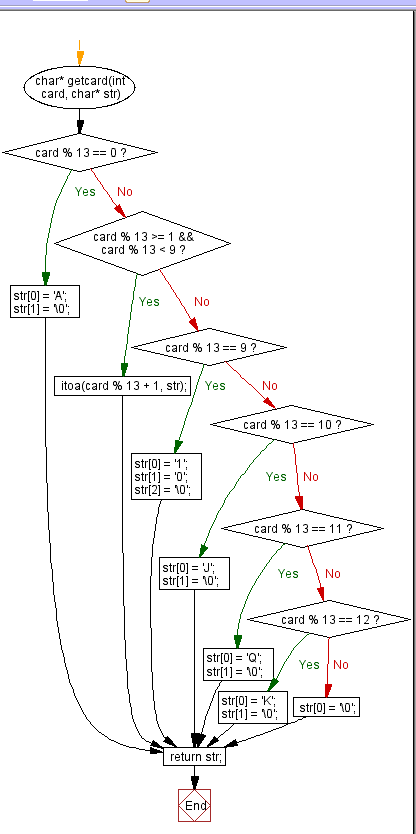
Shuffle:



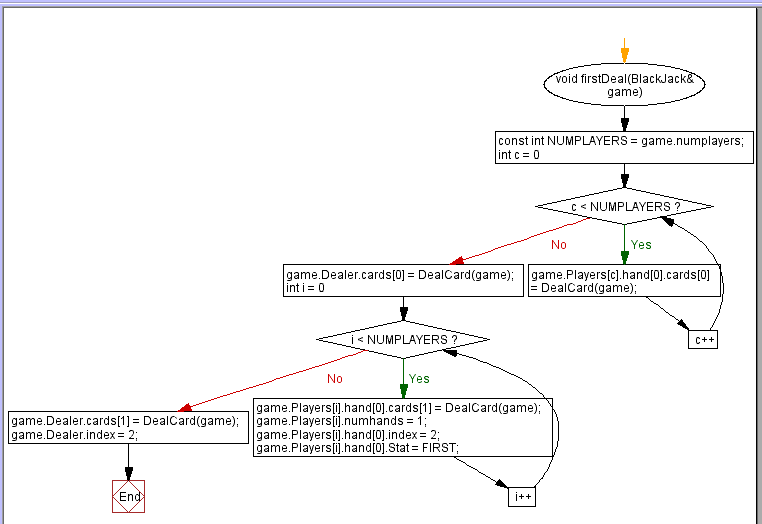
getSuit:



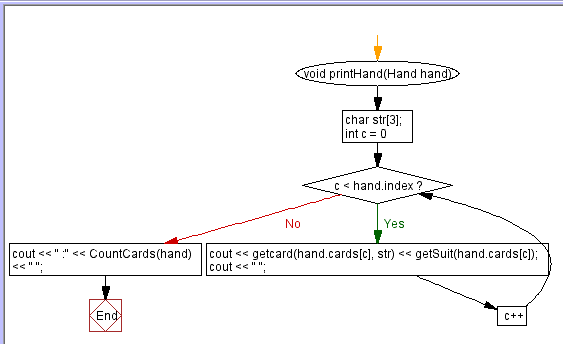
getCard:



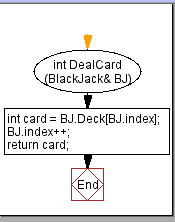
firstDeal:



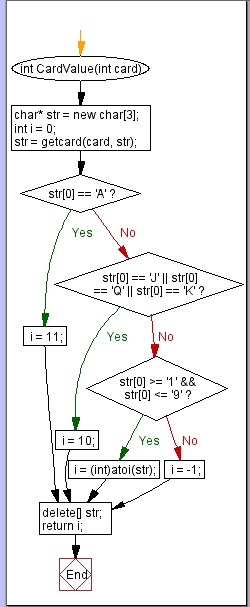
printHand()



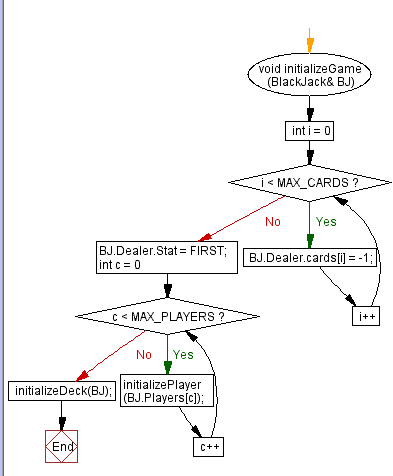
dealCard():



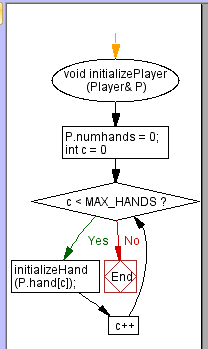
cardValue:



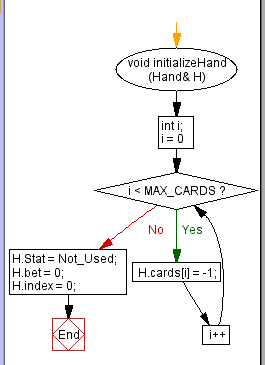
initializeGame:



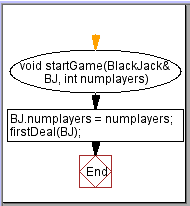
initializePlayer():



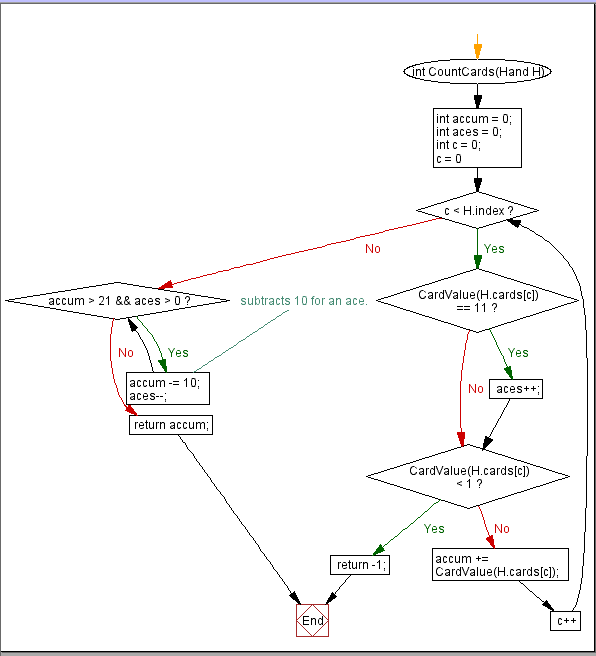
initializeHand():



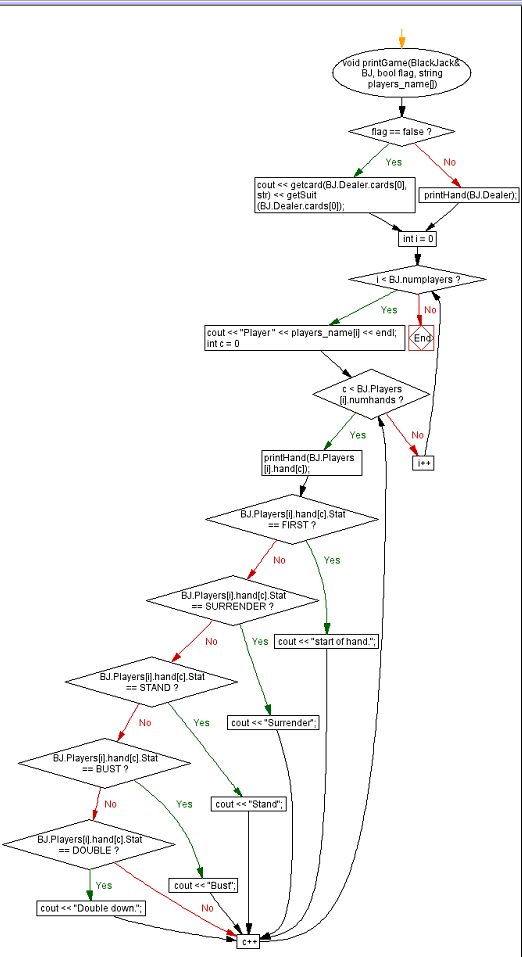
startGame:



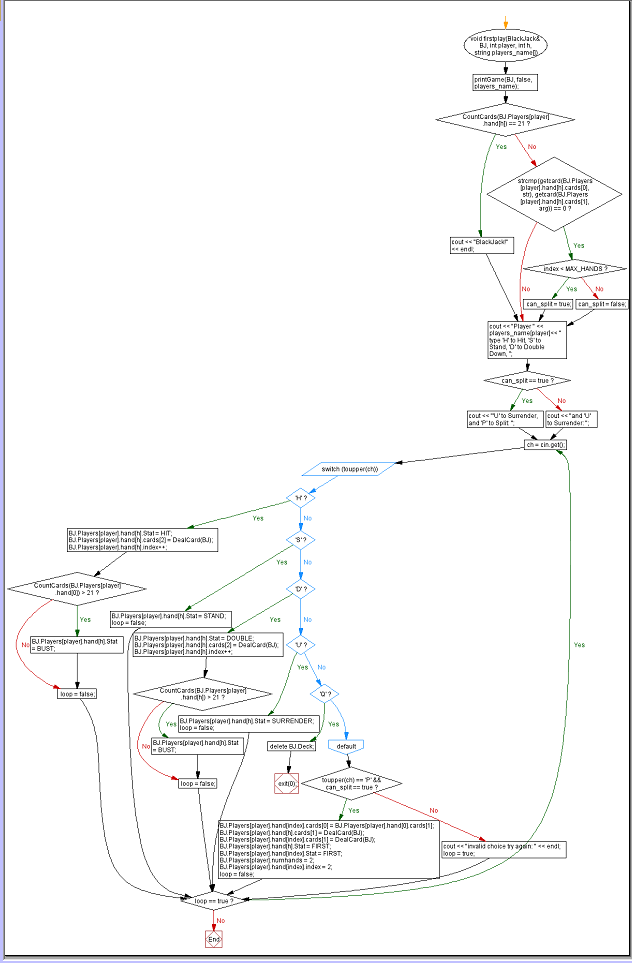
CountCards():



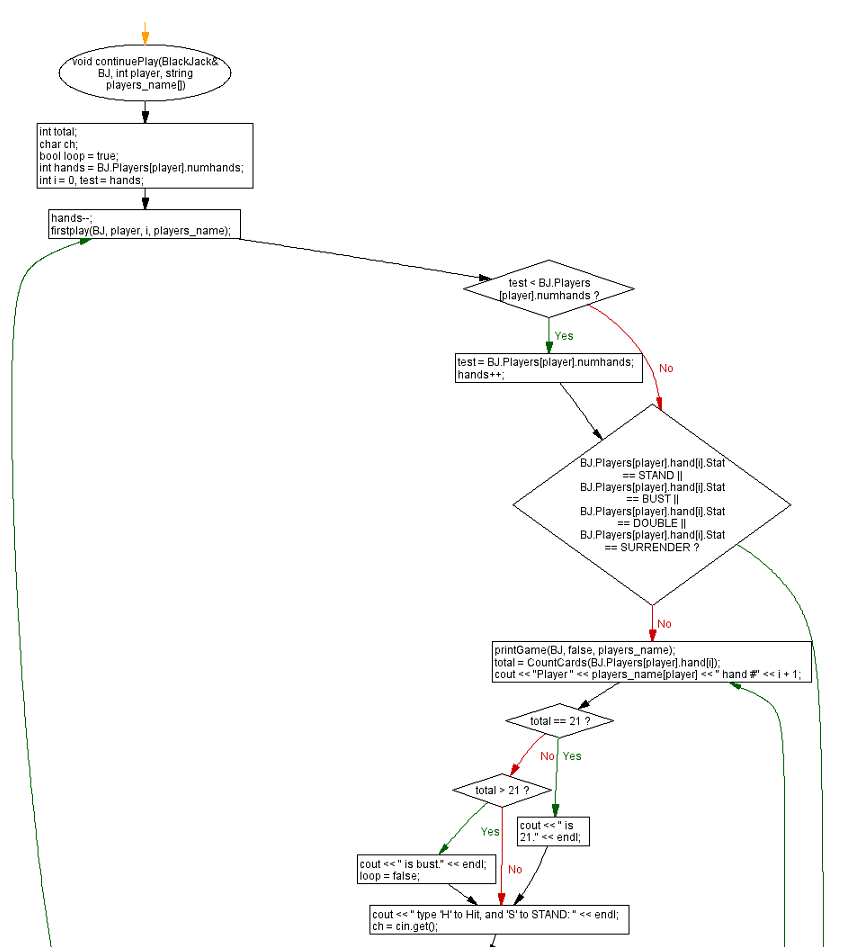
printCard():

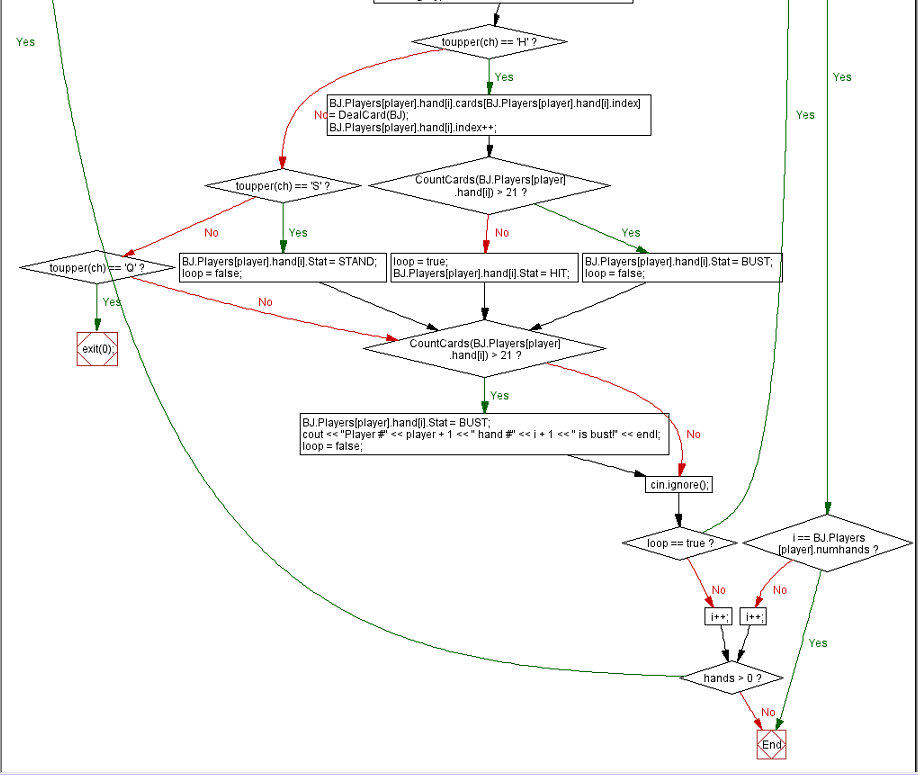


firstPlay():

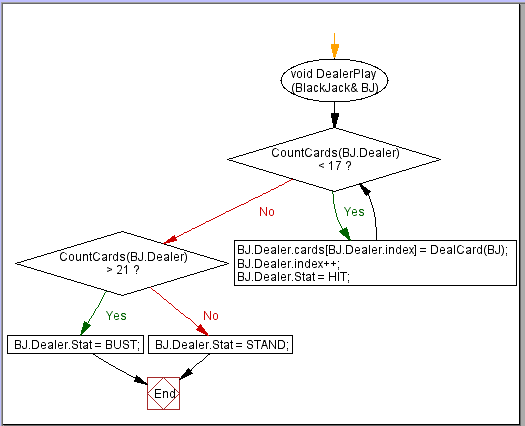


continuePlay():

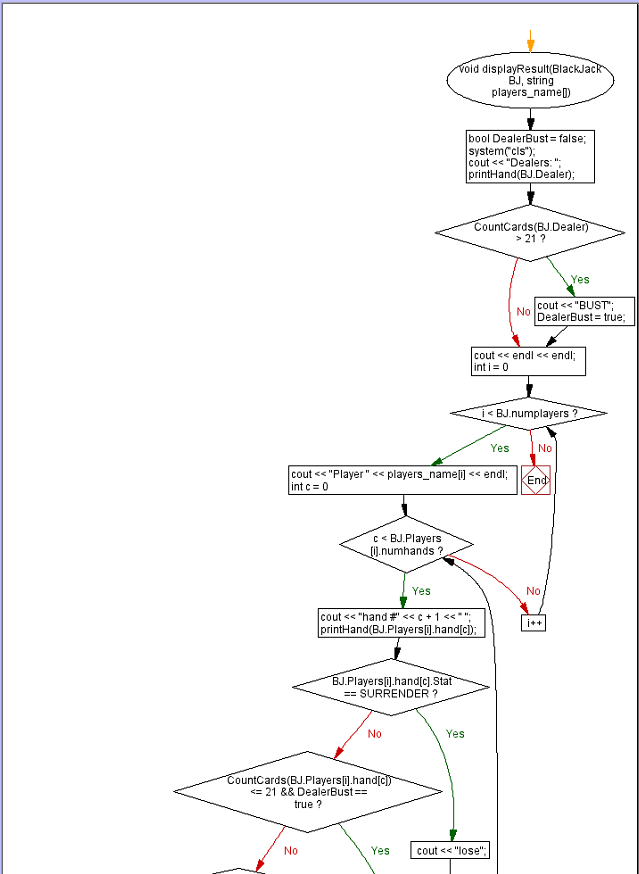
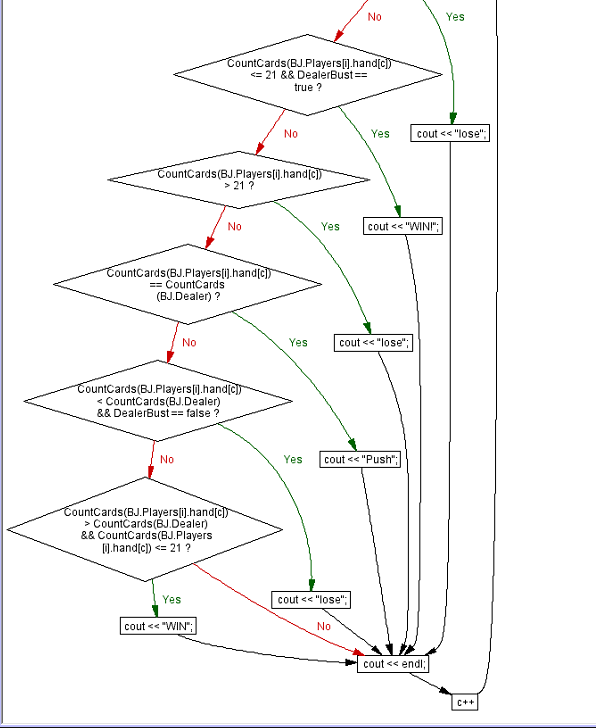




dealerPlay():



displayResult():

writeToBinaryFile():

