//Initialize deck, card hand for player and card hand for machine.

//Starts with a blank slate – deck is full and cardhands are empty

Deck deck = new Deck();

CardHand player = new CardHand ();

CardHand machine = new CardHand ();

GameManager gameManager = new GameManager(deck, player, machine);

//Start Game

continue =”y”

while(continue == “y” or continue == true)

{

gameManager.Player.drawCard(); //Player score is also automatically incremented

display(“Player received card ” + gameManager.player.latestCard);

if (gameManager.player.score == 21)

{

display(“player has won”)

continue=false

gameManager.gameOver = true

}

elseif (gameManager.player.score > 21)

{

display(“Player has lost with a score of ..{playerScore}”);

gameManager.gameOver = true

}

else

{

continue = Continue Prompt(”Continue [y/n]”)?

}

}

while (continue and not gameManager.gameOver)

{

gameManager.machine.draw()

if machineScore > 21

{

gameManager.stop()

Display(“Player with a score of {playerScore}”);

} (else if machineScore > 17)

{

Continue=false;

}

Display(“{gameManager.winner()} won the game!”);