**Blackjack Report**

**Introduction**

Blackjack is game played in most of the hard rocks around the universal. It could be called the heart of the casino. Blackjack attracts a big number of people. Goal of this project is to create a blackjack using C++ language. C++ is one of the easiest languages to create projects in because variety of libraries already included in it that preform many different functions. For my project I used a good amount of libraries to simplify the code.

**Sample output**

Provided with the same zip file as .pdf file

**Indicate where all the required components are implemented**

1. All classes have constructor and destructor – 5 pts

dealer.h line 52

1. Use operator overloading – 5 pts

dealer.h line 58

1. Use inheritance – 5 pts

dealer.h line 79

1. Use vector – 5 pts

dealer.h line 49 and dealer.cpp line 405

1. Use const - 5 pts

dealer.h line 58 and dealer.cpp line 422

1. Use static – 5 pts

blackjack.cpp line 24