Blackjack Project

3) Stand ()

Deck

1) Init – Card() x 2 → **Dealer_hand**

5) Card() x 1, 2, …

2) Hit()

2) Card() x 1

1) Init – Card() x 2

4) If else

Yes

< 17

Player_hand

No

> 21

Yes → **Player wins**

Player_hand

No

Who is grater?

Dealer_hand → **Dealer wins**

Deal_card()

Game_step()

Player_input()

Hit()   **Stand()**