

Project 1
BlackJack
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11/14/2021
Show off skillset
for CIS-17

Libraries
<cstdlib> // Standard library
<ctime> //Time Library
<iostream> // Input Output
<iomanip> // Input/Output
manipulation
<string> // Getline
<fstream> // Input output file stream
<array> // Array library
<vector> // Vector Library
<cctype> // Upper and Lowercase
manipulation

Constants
int SIZE-Deck Size
char suits[4] =
{H,S,D,C}
Global Variables
struct cards
struct PlayerInfo
struct cardDeck

Function Prototypes
PlayerInfo* gameStart(int);
void recordBets(PlayerInfo*,int);
void playerTurn(PlayerInfo*,int,int);
int value2int(string ,int ,PlayerInfo*);
int checkBlackJack(PlayerInfo*,int, bool &);
cards pickCard(cardDeck*);
cardDeck* fillCardDeck();

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Main
Game of
BlackJack

rand() function

Declare Variables
playerCount = 0
PlayerInfo* Players
cardDeck *deck
int checkBJ
int hitStand
bool blackjack

While
loop

playerCount <=0
&&playerCount >11

Prompt for Input
""Please enter how many players will
be seated tonight(1-11):"

If
statement

playerCount <=0
&&playerCount >11

Output
"Please enter a valid
amount of players!!!"

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