

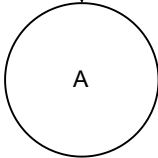
File: main.cpp
Author: Blake Gilbert
Created on January 25, 2022, 5:00 AM
Purpose: Play a game of blackjack against the house (computer)

//System Level Libraries
#include <iostream> //Input-Output Library
#include <iomanip> //Format Library
#include <string> //String Library
#include <cmath> //Math Library
using namespace std;

//User Defined Libraries go here

//Global CONSTANTS (not global VARIABLES) go here (constants from Physics, Chemistry, Engineering, and Conversions between systems of units)
const unsigned short PERCNV = 100; //convert to percentage

//Function Prototypes go here

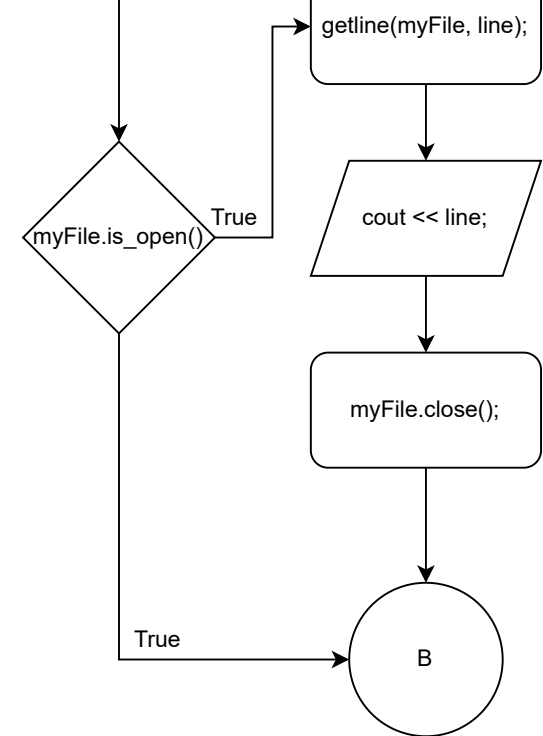


//Initialize Random Seed once here
srand(static_cast<unsigned int>(time(0)));

//Declare Variables here
bool
again; //used to play another hand
char
pDraw, //player chooses whether to draw another card
dDraw, //dealer chooses whether to draw another card
cont ; //used to continue on
unsigned short
newCard, //value of new card
pCount, //number player has
dCount; //number computer has
int
pStack, //amount of money player has
pBet, //amount of money player is betting
start, //amount of money player started with
rsult; //amount of money player won
float
final, //final winnings/losses
pWin , //how many times the player has won
dWin ; //how many times the dealer has won
string
line , //used to store input line from another file
instruction; //instructions at the start of the game
fstream myFile;

//assign known variables here
pWin=dWin=1;

myFile.open("IOFile.txt", ios::in);



int i = 0

