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Blackjack Game 2

System Libraries
iostream
iomanip
ctime
cstdlib
string
fstream
cmath
vector

User Libraries
None

Global Constants
row = 2, col = 13,
size = 5

Function Prototypes
bool bustFun(int);
bool linSrch(vector<float> &score, int &indx);
char playFun(int&,int&,int&,int&,bool&);
int menuIn();
int crdVal(int = 13, int = 1);
int crdSuit(int = 4, int = 1);
int aceVal();
int
winLoss(int,int,int&,int&,int&,int[size],int[size],int[size],int);
string hitFunc();
void getName(string[size],int&);
void write(ofstream&,int,int,int,string[row][col]);
void initCrd(ofstream&,int,int,int,string [row][col]);
void newCrd(ofstream&,int,int,int,int,string [row][col]);
void dCrd(ofstream&,int,int,int, string [row][col]);
void menu();
void rules();
void winLoss(int winArr[size],int lossArr[size], int
tieArr[size],int records); wins/losses/ties
void initTot(int, int);
void finTot(int, int);
void finList(string [size],int [size],int [size], int [size], int&);
void sort(string [size],int [size],int [size], int [size], int);
void perc(string [size],int [size],int [size],int
[size],vector<float>&,int);
void selSrt(vector<float>&,int);

main

Set Random Seed
srand(static_cast<unsigned int> (time(0)))

Declare Variables
ifstream inFile;
ofstream outFile;
bool bust;
char choice, play;
const unsigned short mxRand1, mnRand2;
mxRand2;
float fleCnt1, fleCnt2;
short win, loss1, loss2, tie;
string hitStay, dSuit2, dCard2, pSuit2, pCard2;
list;
unsigned short dCard1, pCard1, dSuit1;
dTot,pTot, dCount, pCount, lineCnt, fleCnt3, ace;

Initialize Variables
bust = false, mxRand1 =13, mxRand2 = 1;
mxRand2 = 4, win = 0, loss1 = 0, loss2, tie = 0;
dTot = 0, pTot = 0, dCount = 1;

Open Files
ifstream inFile;
ofstream outFile;
inFile.open("Blackjack.txt");
outFile.open("Blackjack.txt");

Output menu
Input choice





























