Chapter XII

Exercise 08 : Blackjack

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	Blackjack
Turn-in directory : *ex*08/	
Files to turn in : `blackjack.c`	
Allowed functions : *	

- Write a C program that calculates the value of a blackjack hand.

- Cards with numbers (2-9) have the same point value as their numerical representation (e.g., a 4 is worth 4 points).

- Face cards (J, Q, K) are worth 10 points each.

- Aces (A) are worth either 1 or 11 points. If the sum of the hand's points exceeds 21 and there is still an Ace worth 11, then the Ace is worth 1 point instead. This process is repeated until there are no more Aces worth 11 or the sum of points is less than or equal to 21.

- The cards will be represented using only the following characters: 23456789TJDKA, and passed as a single parameter.

- Examples of blackjack hands include:
  - A hand containing D, 8: 18 points
  - A hand containing A, 4: 15 points
  - A hand containing A, A, 8: 20 points

- Example :

```
$>./blackjack "339A6" | cat -e
22$
$>./blackjack "AA8A" | cat -e
Blackjack!$
```

Bu projede terminalden girilen değerler sonucunda blackjack oynanıyordu.
Benim yazdığım projede random olarak sırayla kartlar çekiliyor.