Pseudocode

* Welcome user to the game
* loop until user says “Quit” or until counter for losses is equal to 10
  + random numbers from 1-10 for cards
  + set counter for both user and dealer’s hand
  + give user 2 random cards and count the amount in their hand
  + show one out of the 2 random cards that the dealer has
  + loop until user says stay
    - ask user if they are a hit or stay
    - get user’s input
    - if user’s answer is equal to hit
      * call a function that will give the user another random card/number

if user gets an “ace” and it equals to 11 and the user’s total value is over 21

set 11 to one

* + - else user’s answer is equal to stay
      * quit loop
  + end loop of until user says stay
  + while the total value of the dealer’s cards are less than or equal to 15
    - call a function for a new card
      * + if any of the cards are aces and is equal to 11 and the value of the total cards are greater than 15

set the value of the “ace” to 1

* + end while loop of the total value of the dealer’s cards are less than or equal to 15
  + set counter to count how many times the user and dealer wins/loses
  + if user gets black jack
    - output that they won
  + but if user is over 21
    - output that they lost
  + but if dealer’s hand has a greater total
    - output you lose to the user
  + but if user’s total and dealer’s total equal each other
    - output draw
  + show user’s and the dealer’s hand and total value
  + if user’s losing count does not equal 10
    - ask user if they want to “quit”
    - get user’s answer
      * + if user’s answer does not equal “quit”

ask for a valid answer

get user’s answer

* + - * + else user’s answer equals “quit”

quit loop

* + else counter for losses is equal to 10
    - quit loop
* end loop of user says “Quit” or until counter for losses is equal to 10