Project 1

<Blackjack Game>

CSC – 5 41202

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Introduction

Blackjack:

The objective of blackjack is to be the first player to reach the number 21 with a combination of the total cards that they have been dealt. The player may choose to “hit” or “stick,” this is done on the estimation of the player and what they think their chances of receiving the correct card from the dealer. the dealer is also included in the game, but in a more advantageous manner. the dealer mostly wins by default. if the player were to draw over 21 or “bust,” the dealer automatically wins without them having to draw. the program also includes a betting system in which the player may continue to play until they either run out of money or are left in a negative amount of money.

Summary

Project size: 220+ lines

The program has a majority of the concepts learned so far in the WIN 2016 CSC 5 course. Although I am not completely satisfied with the program, I feel that it demonstrates all the concepts learned in a very basic way. The project can be further modified with concepts that we will be learning in the future.

Flowchart

