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import random

game = True
c_stand = False
deck = [2, 3, 4, 5, 6, 7, 8, 9, 10, "Jack", "Queen", "King", "Ace"]
suits = ["Diamonds", "Hearts", "Spades", "Clubs"]
c_hand = []
u_hand = []
c_score = 0
u_score = 0

def blackjack(c_score, u_score):
    print("Blackjack")
    print("-----")
    for i in range(2):
        a = random.randint(0, 12)
        c_hand.append(deck[a])

    for i in range(2):
        a = random.randint(0, 12)
        u_hand.append(deck[a])

    print("Computer Hand: " + str(c_hand))
    print("Your Hand: " + str(u_hand))

    for card in u_hand:
        if card in ["Jack", "Queen", "King"]:
            u_score += 10
        elif card == "Ace":
            u_score += 11
        else:
            u_score += card

    if "Ace" in u_hand and u_score > 21:
        u_score -= 10

    for card in c_hand:
        if card in ["Jack", "Queen", "King"]:
            c_score += 10
        elif card == "Ace":
            c_score += 11
        else:
            c_score += card

    if "Ace" in c_hand and c_score > 21:
        c_score -= 10

    print("Computer Score: " + str(c_score))
    print("Your Score: " + str(u_score))
    return c_score, u_score

def check_win():
    global game
    if u_score <= 21 and (u_score > c_score or c_score > 21):
        print("You win!")
    elif c_score <= 21 and (c_score > u_score or u_score > 21):
        print("Computer wins!")
    else:
        print("It's a tie!")

    game = False

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def hit():
    global u_score

    new_card = deck[random.randrange(0, 13)]
    u_hand.append(new_card)
    if new_card in ["Jack", "Queen", "King"]:
        u_score += 10
    elif new_card == "Ace":
        if u_score + 11 > 21:
            u_score += 1
        else:
            u_score += 11
    else:
        u_score += new_card

    print("Your Hand: " + str(u_hand))
    print("Your Score: " + str(u_score))

def computer_move():
    global c_stand, c_score

    while c_score < 17:
        new_card = deck[random.randint(0, 12)]
        c_hand.append(new_card)
        print("Computer Hand: " + str(c_hand))

        if new_card in ["Jack", "Queen", "King"]:
            c_score += 10
        elif new_card == "Ace":
            if c_score + 11 > 21:
                c_score += 1
            else:
                c_score += 11
        else:
            c_score += new_card

        print("Computer Score: " + str(c_score))
    else:
        c_stand = True

while game:
    c_score, u_score = blackjack(c_score, u_score)
    while True:
        choice = input("Do you want to hit or stay? ")
        if choice == "hit":
            hit()
            if u_score > 21:
                print("You bust! Computer wins!")
                game = False
                break
        elif choice == "stay":
            break
        else:
            print("Invalid choice. Please enter 'hit' or 'stay'.")

    if game:
        while not c_stand:
            computer_move()

        check_win()

```