Black Jack Simulation

* While looking through the data from 900,000 hands of blackjack, there had to be a way to better the odds through neural network or multiple linear regression.
* So the idea was to have the dealer bust (lose) and the player to stay at a certain level and hit when it is appropriate and ultimately win money

1. The simulation tests the idea of the player to stay when he has reached 12 points.
2. So if a player hits after he reaches 12 there is a chance for the player to receive a 10 point card and bust (lose). The idea is to remove some percentage of chance.
3. To increase the chances, once the player reaches 11 point to asks for another card (hit) reason is the highest non-interchangeable card is valued at 10 points. This means the chance for the player to hit Black Jack instead of busting is higher.
4. Through the simulation,