Black Jack Simulation

* While looking through the data from 900,000 hands of blackjack, there had to be a way to better the odds.
* So the idea was to have the dealer bust and the player to stay at a certain level and hit when it is appropriate.

1. The simulation tests the idea of the player to stay when he has reached 12 points.
2. Also when the player reaches 11 point to asks for another card (hit)
3. Reason is the highest non-interchangeable card is valued at 10 points.
4. 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.
5. If the player reaches 11 points then this is the optimum chance to for another card (hit) because the player can receive