

Version 9 Pseudocode

Main

{

Set random number seed

Define classes and variables

Draw dealer cards

Check for/replace repeat cards

If an ace is drawn, make its value 11 if it doesn't bust the dealer

Increment number of cards in play

Draw player cards

Check for/replace repeat cards

Increment number of cards in play

Output dealer's first card and player's two cards

If the player draws a(n) ace(s) gets their choice for the aces value(only allows 1 or 11)

Gets the player's choice to hit or stay with input validation

If stay is chosen,

Calculates player and dealer card total

Reveals dealer's second card

If dealer's card total is ≤ 16 ,

draws cards, iterates cards in play, and checks

for/replaces repeats until a total of >16 is achieved

If dealer draws ace, sets it to 11 if it doesn't bust the dealer

Calculates dealer card total

Output dealer's cards

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If hit is chosen, loops until stay is chosen
    Calculates player and dealer card total
    Draw card and iterate cards in play
    Checks for/replaces repeat cards

    Display card drawn
    If ace is drawn, get choice for ace value(only allows 1 or 11)
    Add card value to player card total

    If player card total >= 21, set choice to stay
    If player card total < 21, get choice to hit or stay(with input validation)

    Reveals dealer's second card
    If dealer's card total is <= 16,
        draws cards, iterates cards in play, and checks
        for/replaces repeats until a total of >16 is achieved
        If dealer draws ace, sets it to 11 if it doesn't bust the dealer
        Calculates dealer card total
        Output dealer's cards

    Find difference of dealer and player total from 21
    Find and output game results based on difference

    Output the game results

    Define character arrays to hold result message and game name
    If win result is win, message is winner
    If win result is lose, message is loser
    If win result is draw, message is draw

    Write the result message to a binary file

    Output the number of cards used in the game
    Output exit message

    Free up the used memory and exit the program

}
```