Version 11 Pseudocode

Set random number seed
Define classes and variables

Draw dealer 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
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
            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

If hit is chosen, loops until stay is chosen
      Calculates player and dealer card total

Draw card and iterate cards in play

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
       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 map and vector 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

Outputs queue of winning hand
Output the number of cards used in the game
Outputs the highest and lowest values played
Checks for "blackjack" in array

Finds and displays shortest distance from destination
Output exit message

Free up the used memory and exit the program