Version 11 Pseudocode

Main
{
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
Output exit message

Free up the used memory and exit the program

}