**Declare Variables:**

playGame - Will take input from user to determine if game will be played

playerCard1 - Random number will be generated and stored as 1st card (2 - 11)

playerCard2 - Random number will be generated and stored as 2nd card (2 - 11)

playerCardTotal - Total of all cards drawn by the user

playerHit - Will determine if program will hit for user

dealerCard1 - Random number will be generated and stored as 1st card (2 - 11)

dealerCard2 - Random number will be generated and stored as 2nd card (2 - 11)

dealerCardTotal - Total of all cards drawn by the dealer

dealerHit - Will determine if program will hit for dealer

userInput - Will determine if playerHit is true or false based on input from the user

playerDraw - Draws random card for player upon hit

dealerDraw - Draws random card for dealer upon hit

**Program Start**

Print Welcome to Dair’s program

Prompt if user would like to play

DO WHILE (playGame is equal to yes)

Generate random number for playerCard1 and playerCard2

Find total of player cards

Generate random number for dealerCard1 and dealerCard2

Find total of dealer cards

Tell player what they've drawn and card total

Tell player what card dealer has

Prompt user if they would like to hit or stay

IF (userInput equals hit) THEN

set playerHit to true

ELSE

set playerHit to false

END IF

DO WHILE (playerHit equals true)

Draw new card for user

Add new card to player card total

Tell player new card total

IF (playerCardTotal > 21) THEN

set dealerHit to false

Tell user they have lost

Thank user for playing and prompt if they would like to play again

break;

END IF

Prompt player if they would like to hit or stay

IF (userInput equals stay) THEN

set playerHit to false

break;

END IF

END DO

IF (dealerCardTotal < 21 && playerCardTotal < 21) THEN

Set dealerHit to true

Tell user it is now the dealer's turn

Tell user the dealer's hidden card

Tell user the dealer's card total

ELSE

Set dealerHit to false

END IF

DO WHILE (dealerHit equals true && playerCardTotal < 21)

IF (dealerCardTotal > 21) THEN

Tell user dealer busts, you win!

Tell user Thanks for playing and prompt if they would like to play again

break;

ELSE IF (dealerCardTotal < 17)

Tell user dealer chooses to hit

Set dealerHit to true

ELSE

Set dealerHit to false;

Tell user dealer chooses to stay

break;

END IF

Draw new card for dealer

Tell user what dealer has drawn

Tell user new dealerCardTotal

END DO

IF (dealerCardTotal > playerCardTotal && dealerCardTotal <= 21) THEN

Tell user dealer wins because his total was higher and less than 21

Prompt user if they would like to play again

END IF

IF (playerCardTotal > dealerCardTotal && dealerCardTotal <= 21) THEN

Tell user that they win because their total is higher and less than 21

END IF

IF (dealerCardTotal equals playerCardTotal) THEN

Tell user they have tied and that the dealer wins

Prompt user if they would like to play again

END IF

END DO