**C++ Project 1**

**<Blackjack>**

**CIS-5-42375**

**Name: Daniel Iribe**

**Date: 4/22/2018**

**Introduction**

**Title: Blackjack**

Blackjack is a card game that is fairly easy to pick up and very popular around the world. In order to win, the card count total in a player’s hand must either be higher than the dealer’s hand, or equal to 21 with the first 2 cards.

First, 2 cards are drawn by the dealer and the player(s). If the dealer happens to draw cards that add up to the equivalent of 21, then they automatically win and the player(s) lose. If not, then the player first decides if they would like to hit or stand. Hitting allows them to draw 1 card which will then be added to their card count total. Standing will keep their current card count and allow the dealer to pull cards until they reach a total card count between 17 and 21. If either the player or the dealer’s card counts are greater than 21, they lose. The objective at this point is to have a higher total card count than the dealer’s by the time they reach a total between 17 and 21. However, if both the player and the dealer’s hands are equivalent to each other’s then it is considered a push a.k.a. a tie.

**Summary**

Code line count: 141

# of variables used: 14

This project included a majority of the concepts that we have learned in the course thus far. It was intentionally left with the basic rules of Blackjack in order to allow it to be more open for further extension for the 2nd Project. This took me a few days to code after many trial and errors with getting the if, else, and while loops to work correctly as they should. My friend actually taught me how to play Blackjack since he used to be a dealer and also helped me by explaining why I received coding errors that I ran into along the way.

This project was an eye-opener and made the language of C++ an incredibly fun learning experience.