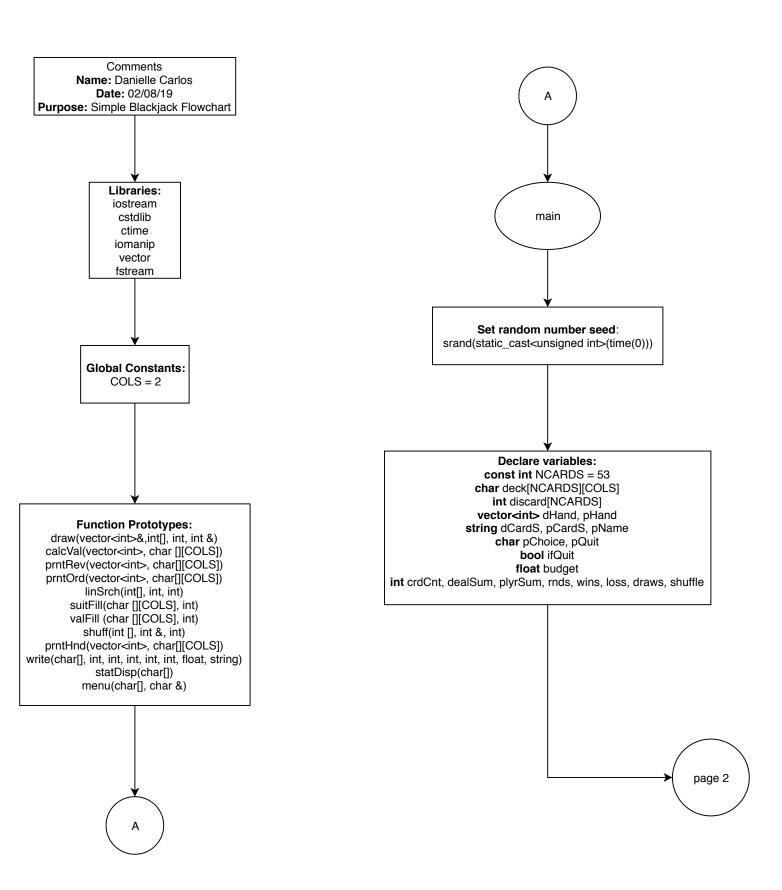
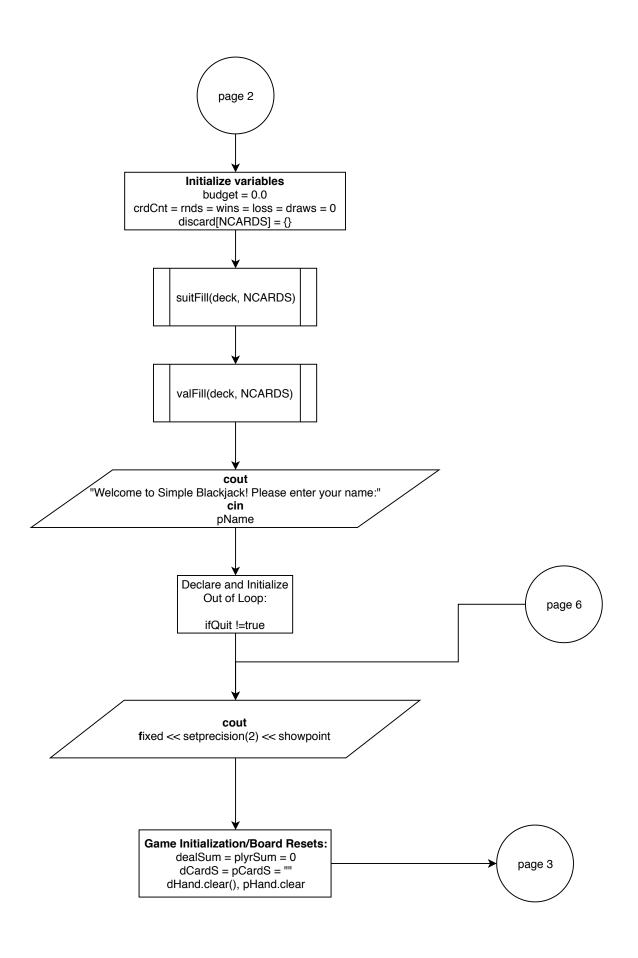
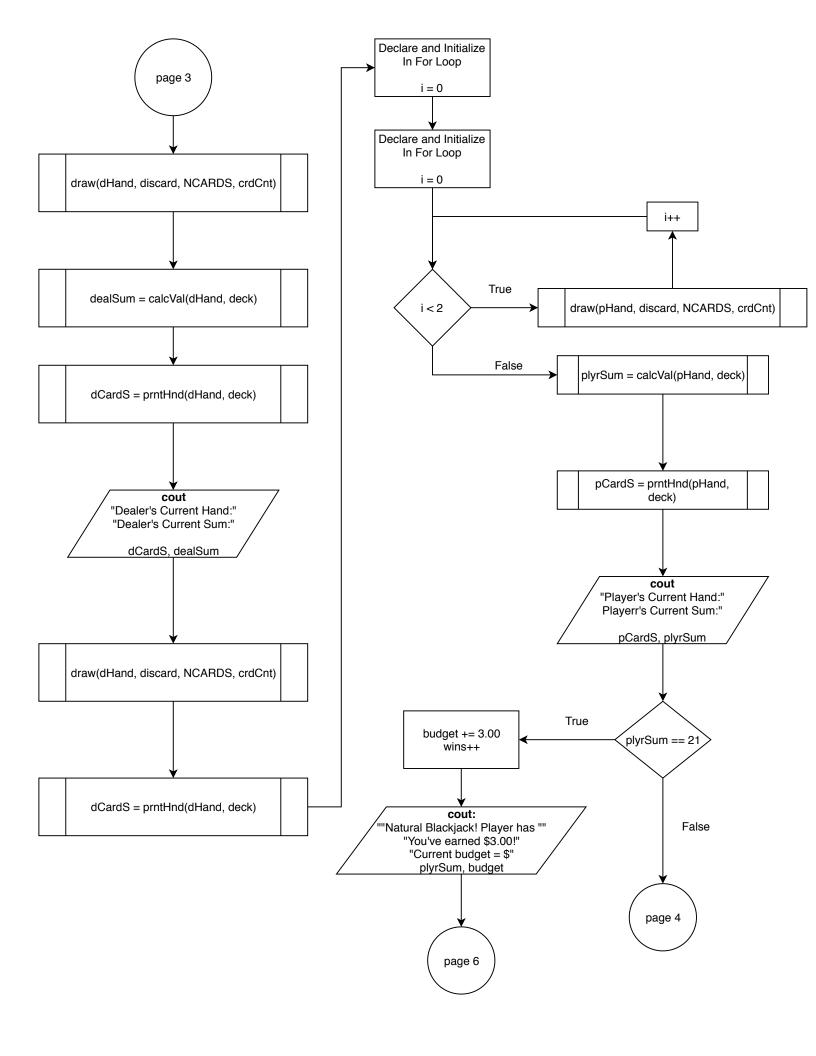
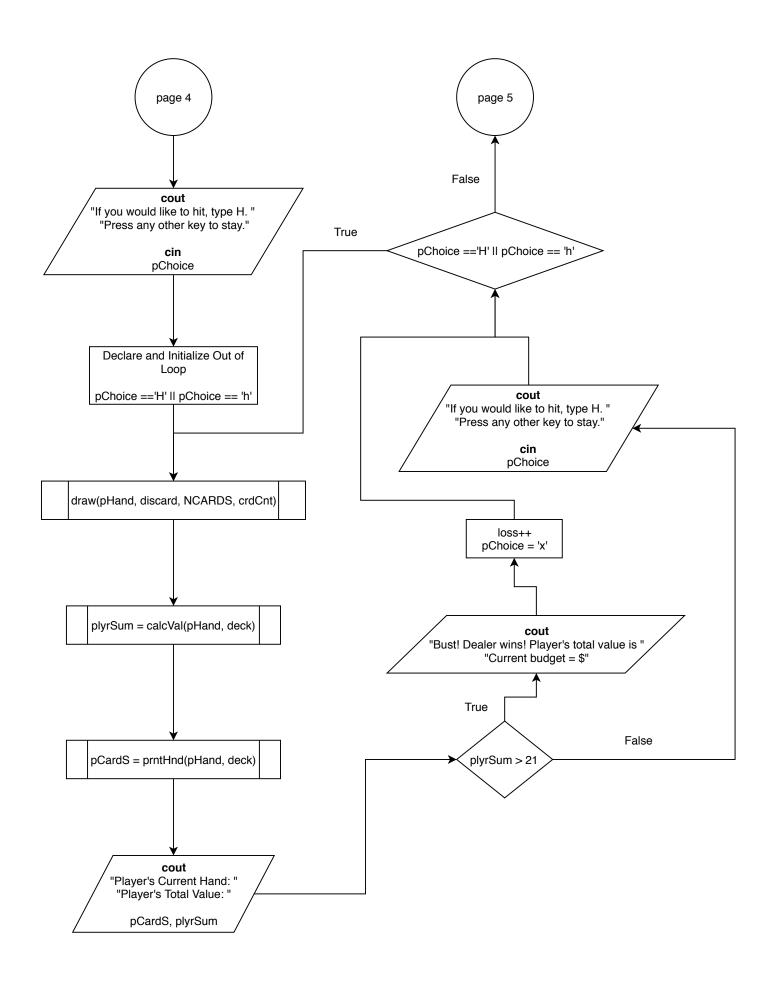
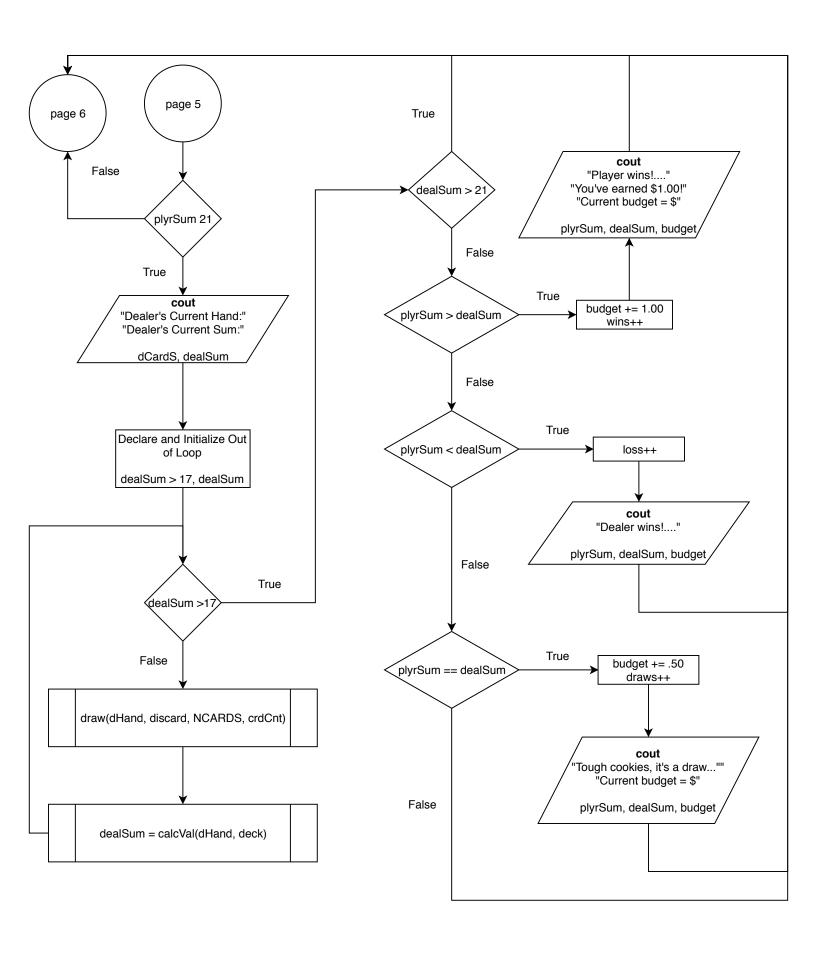
# Simple Blackjack v4 -- Main

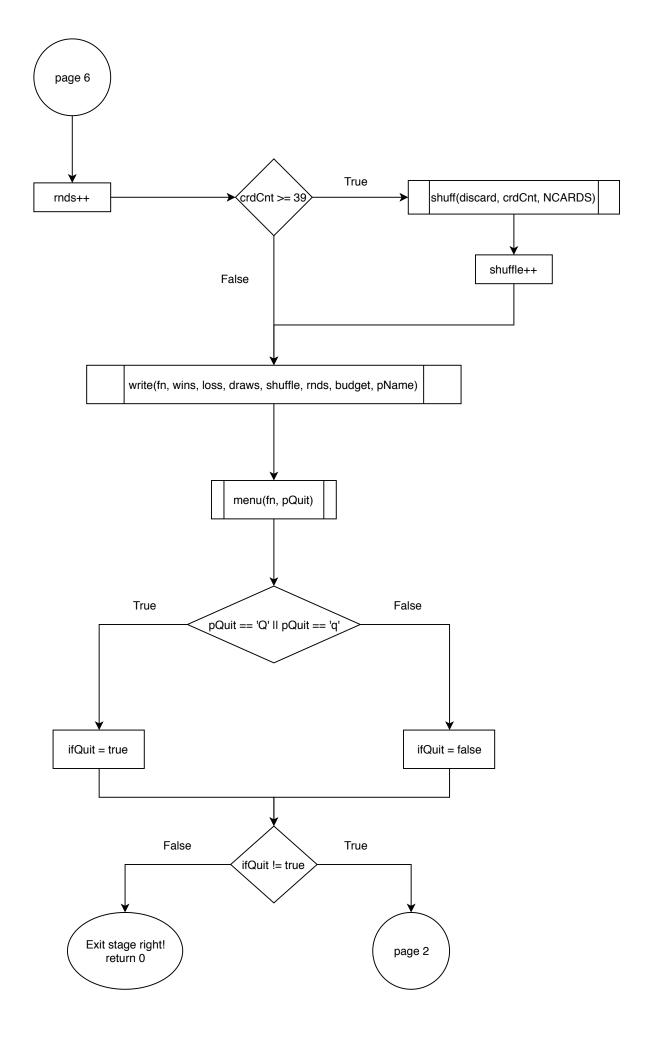




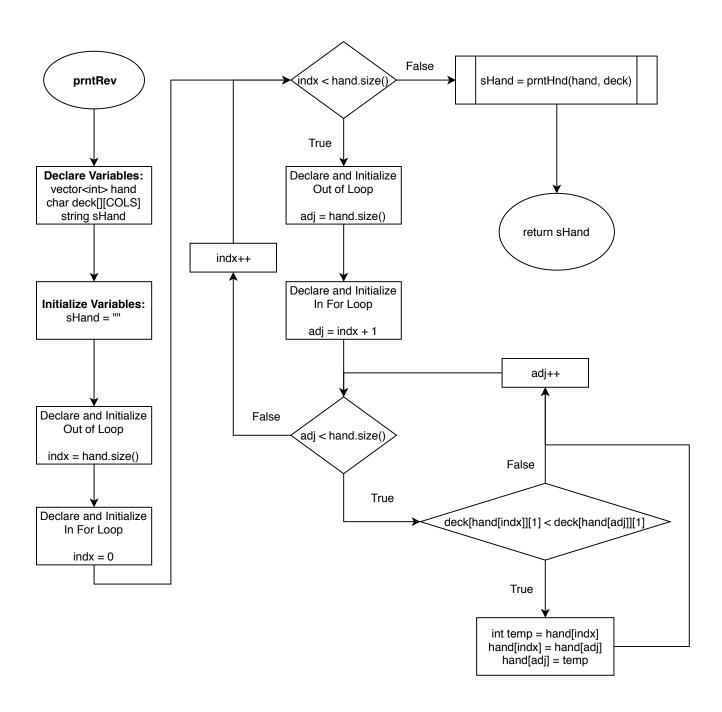




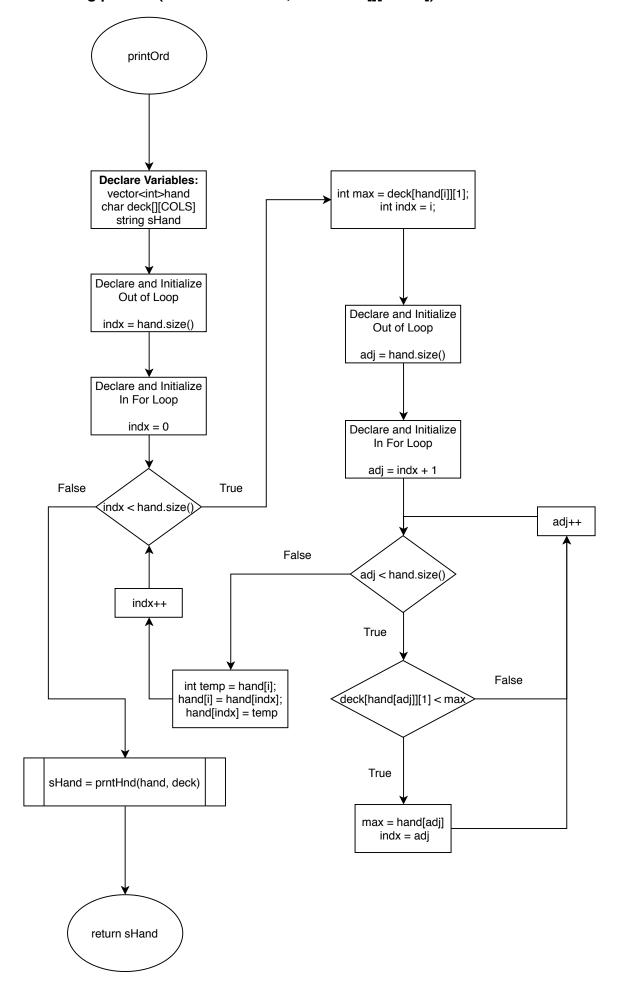




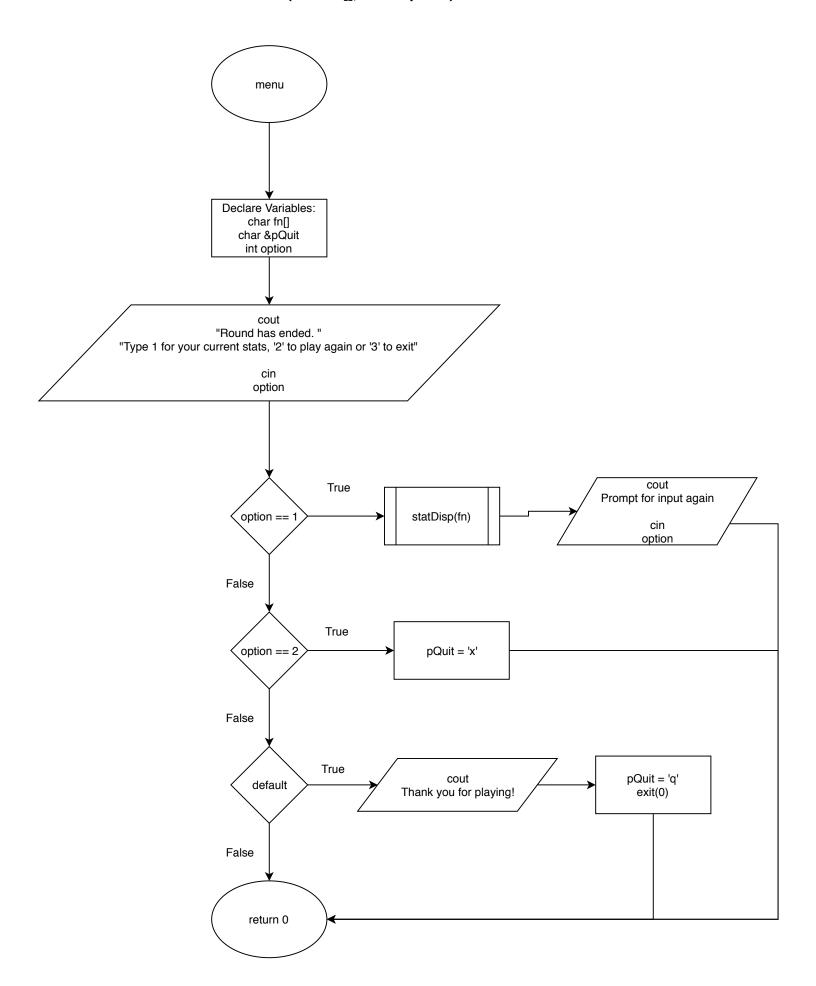
## string prntRev(vector<int> hand, char deck[][COLS])

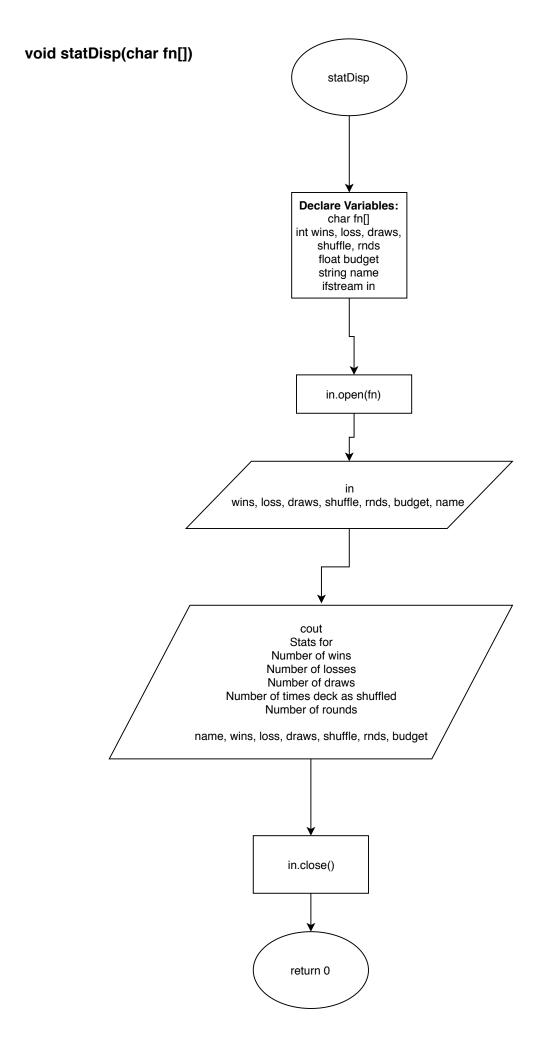


## string prntOrd(vector<int> hand, char deck[][COLS])

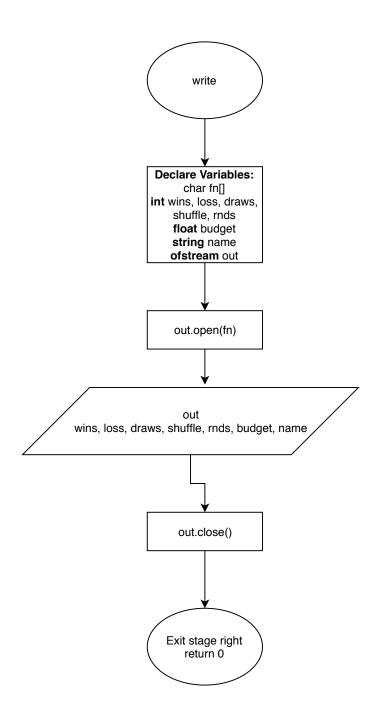


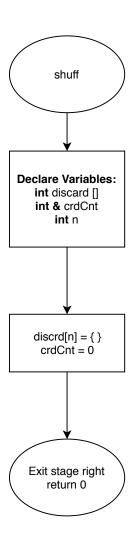
#### menu(char fn[], char &pQuit) menu(char fn[], char &pQuit)



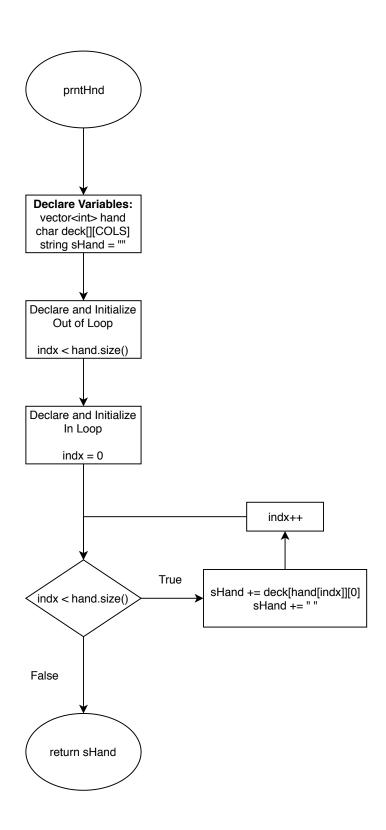


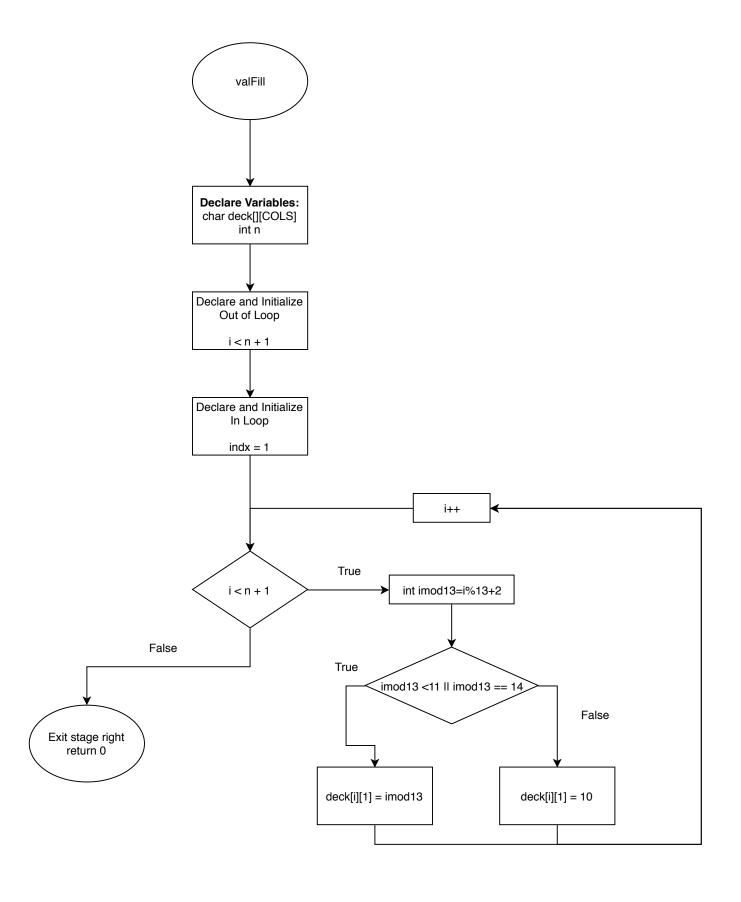
#### write and shuff functions



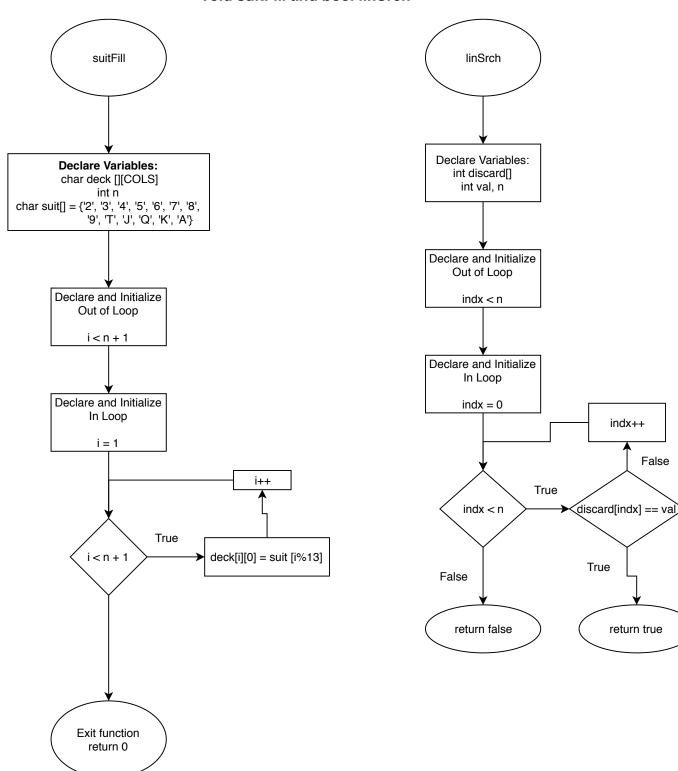


## string prntHnd





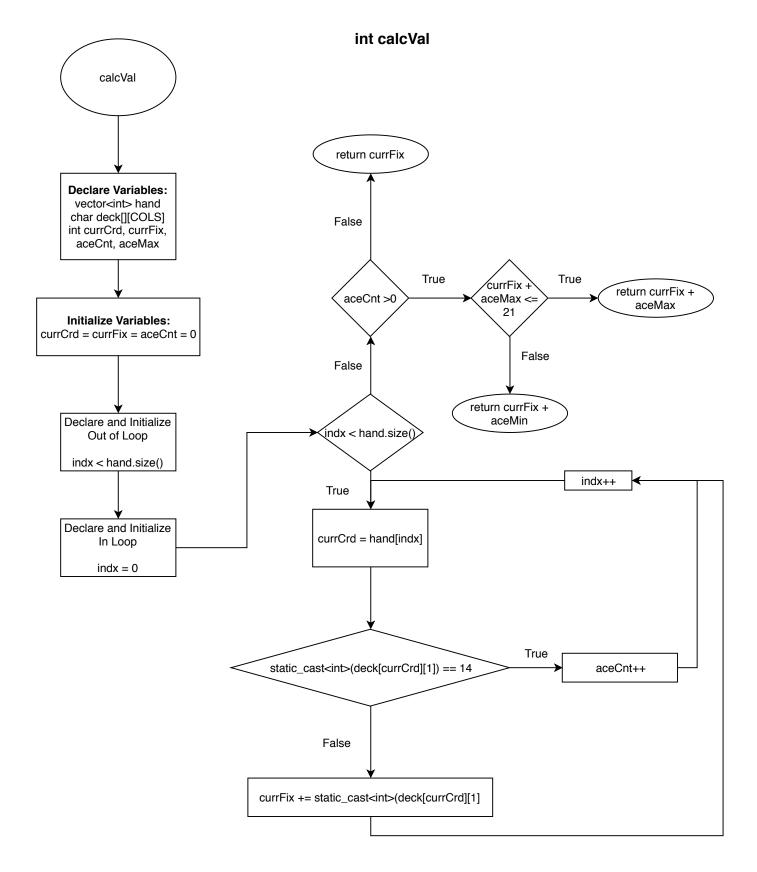
### void suitFill and bool linSrch



indx++

return true

False



#### void draw

