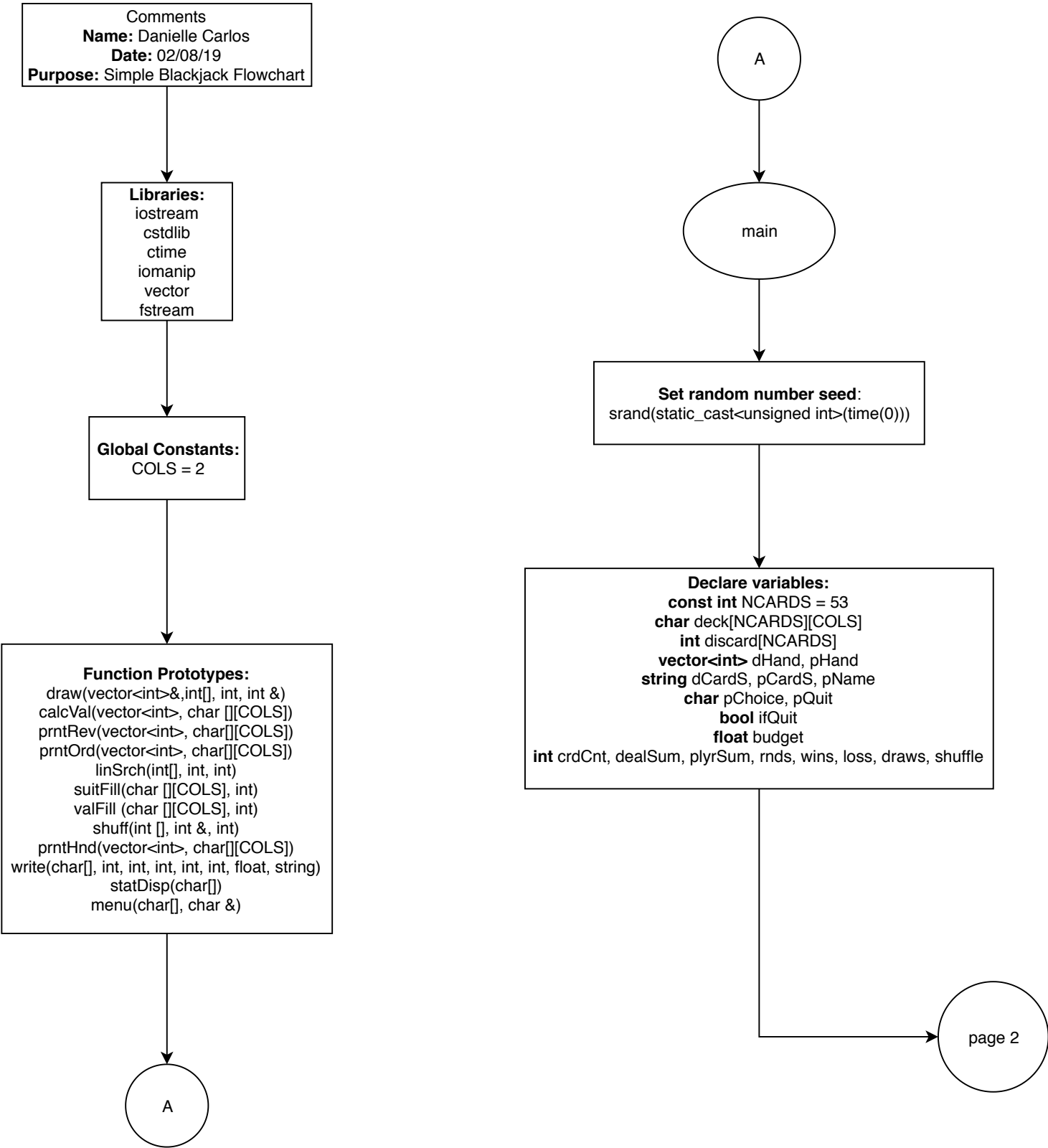
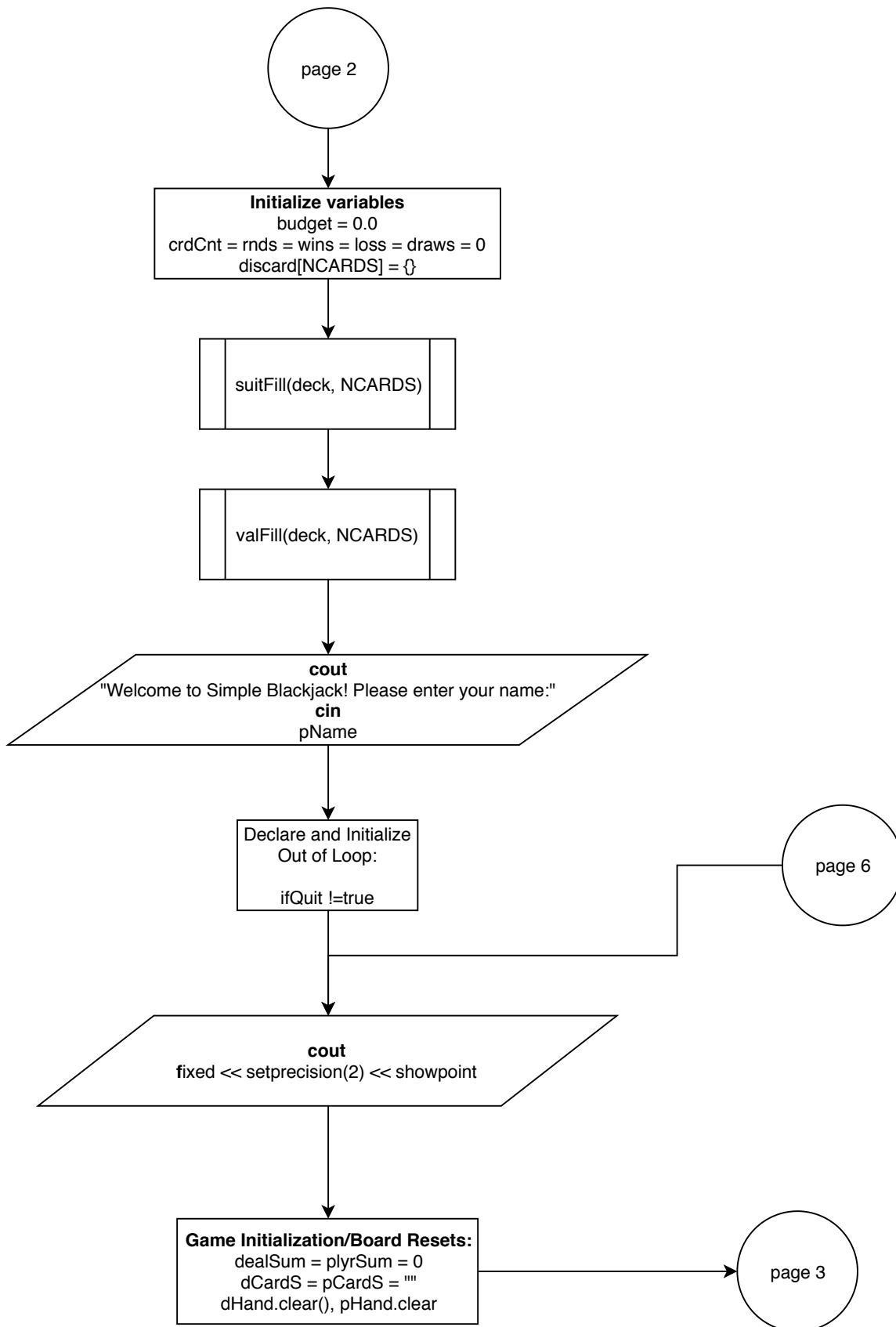
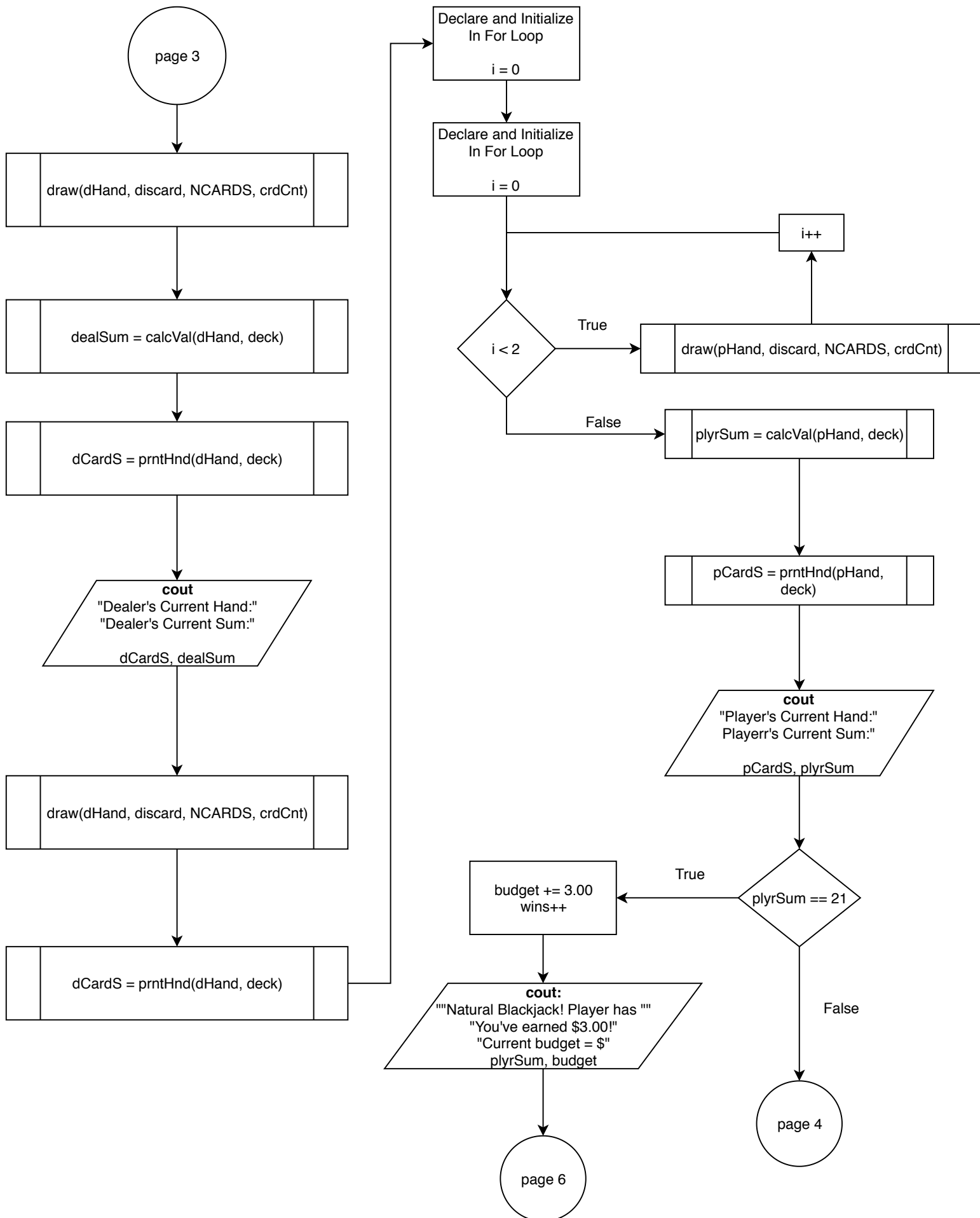
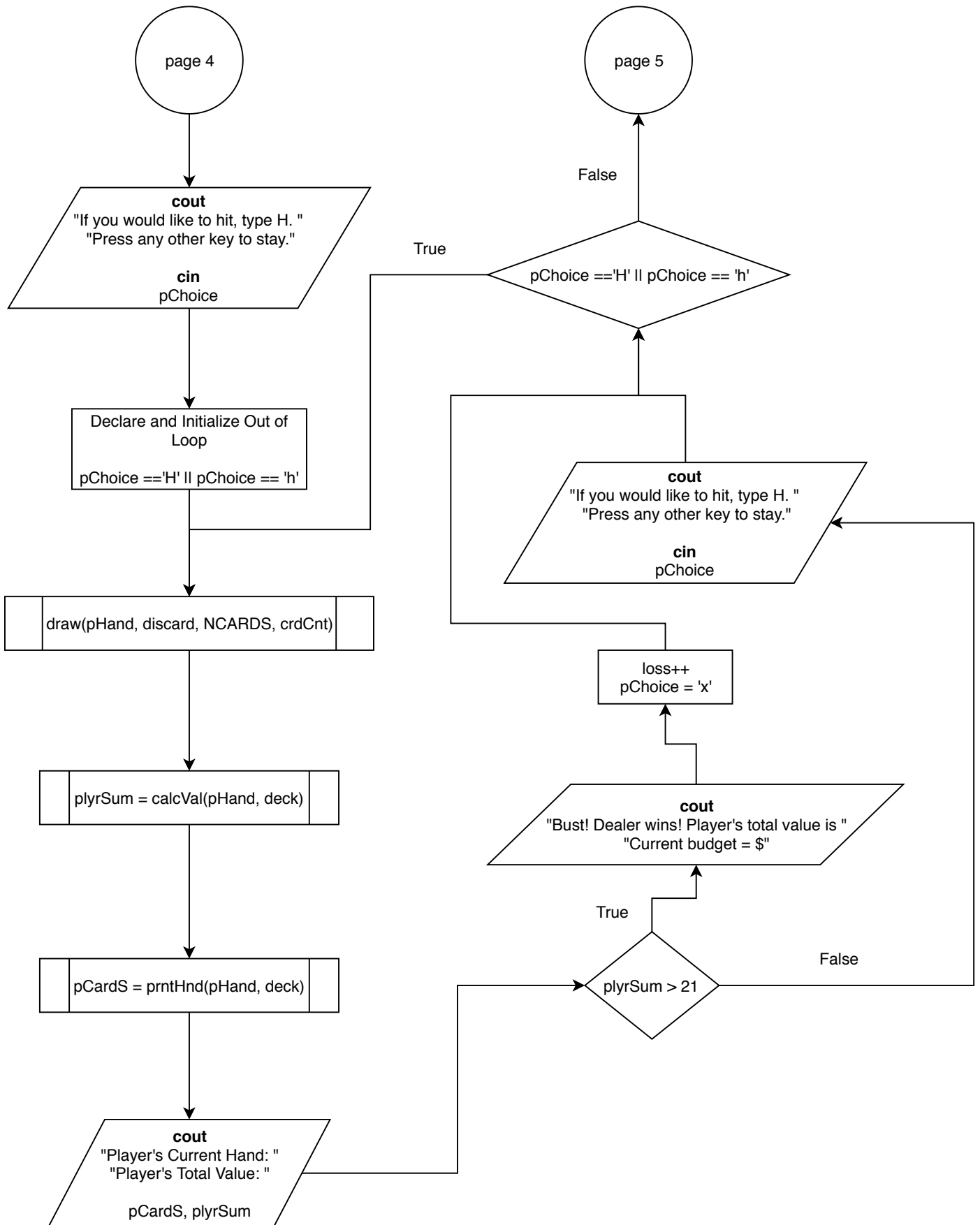


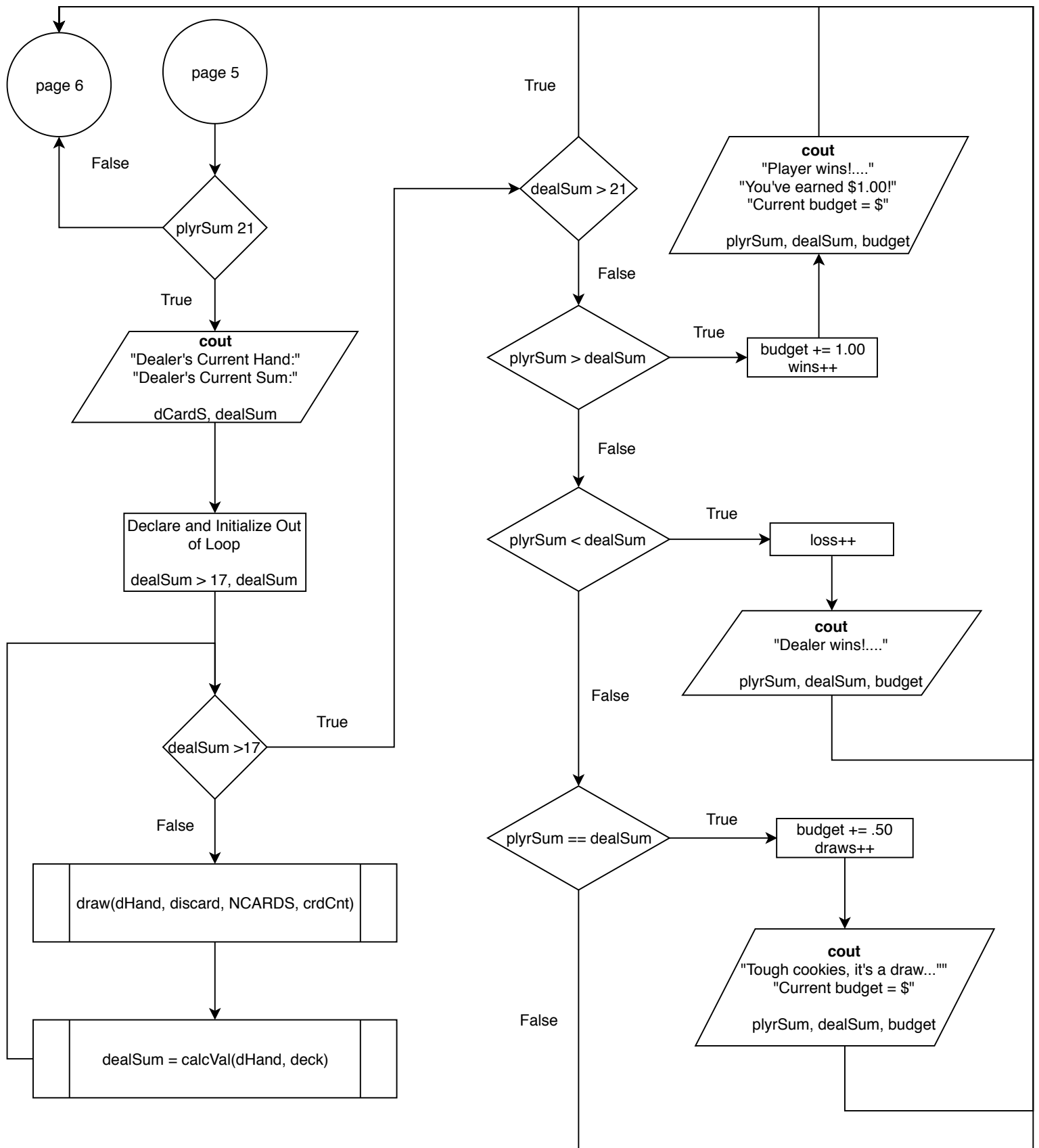
# Simple Blackjack v4 -- Main

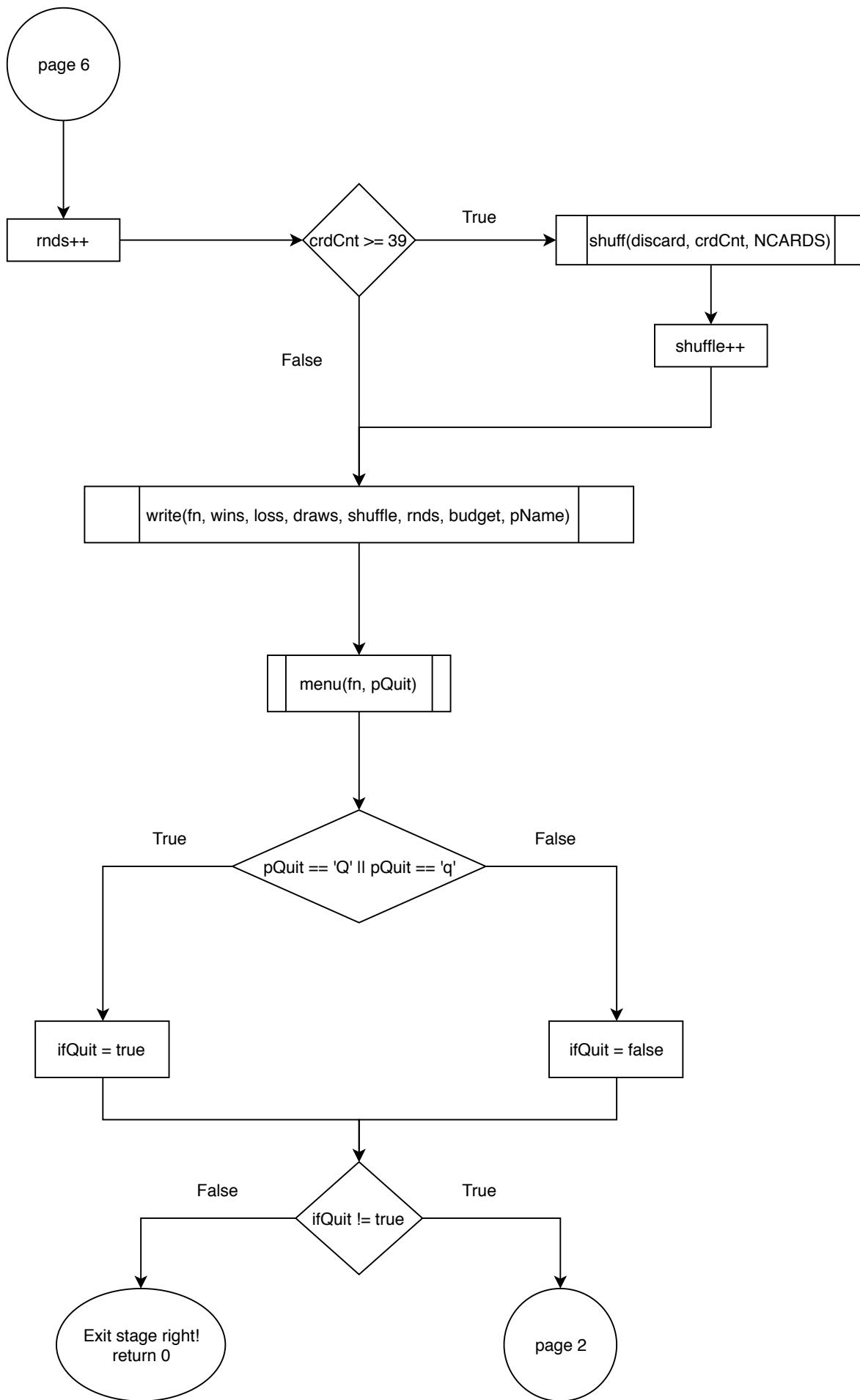




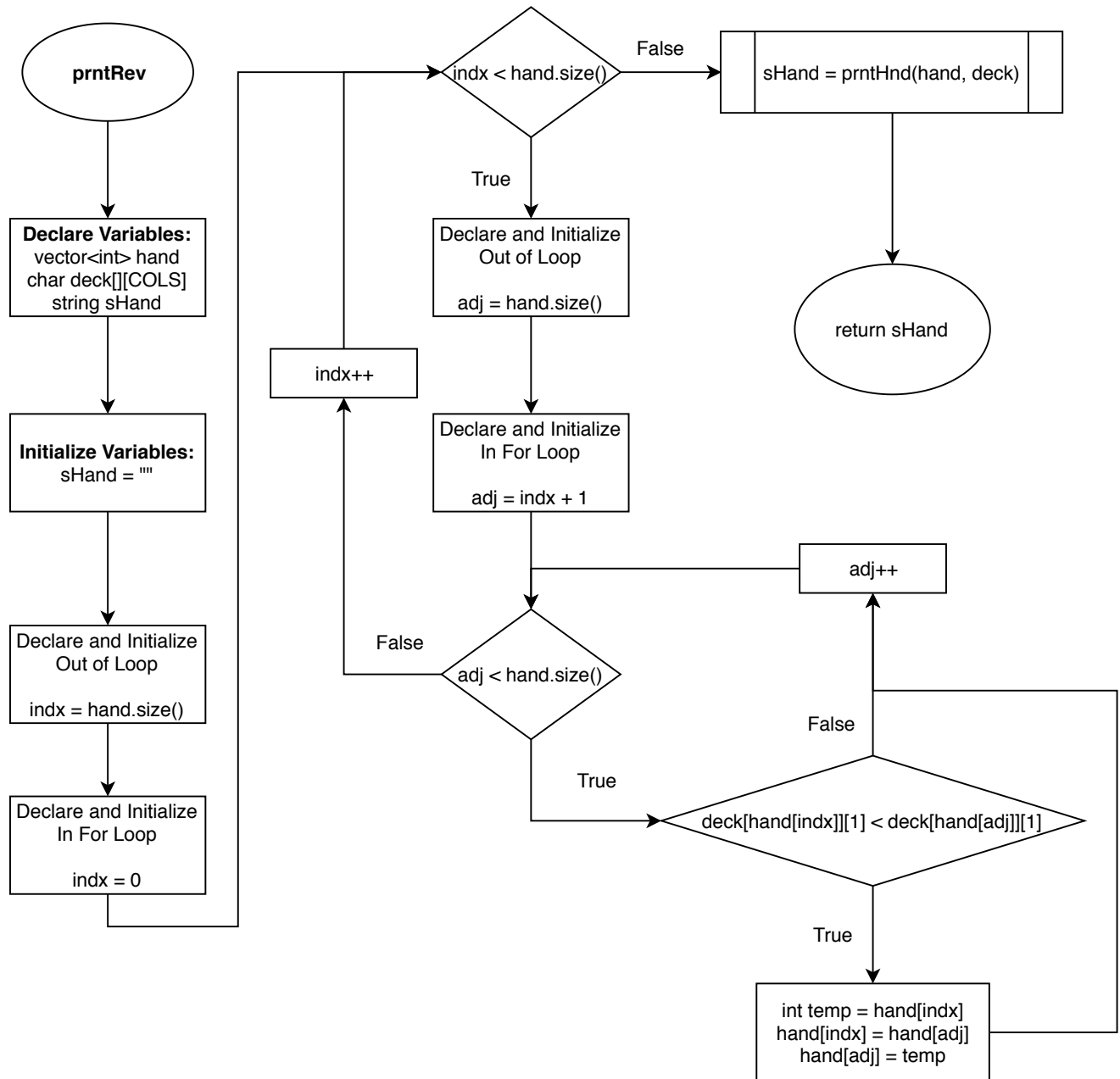




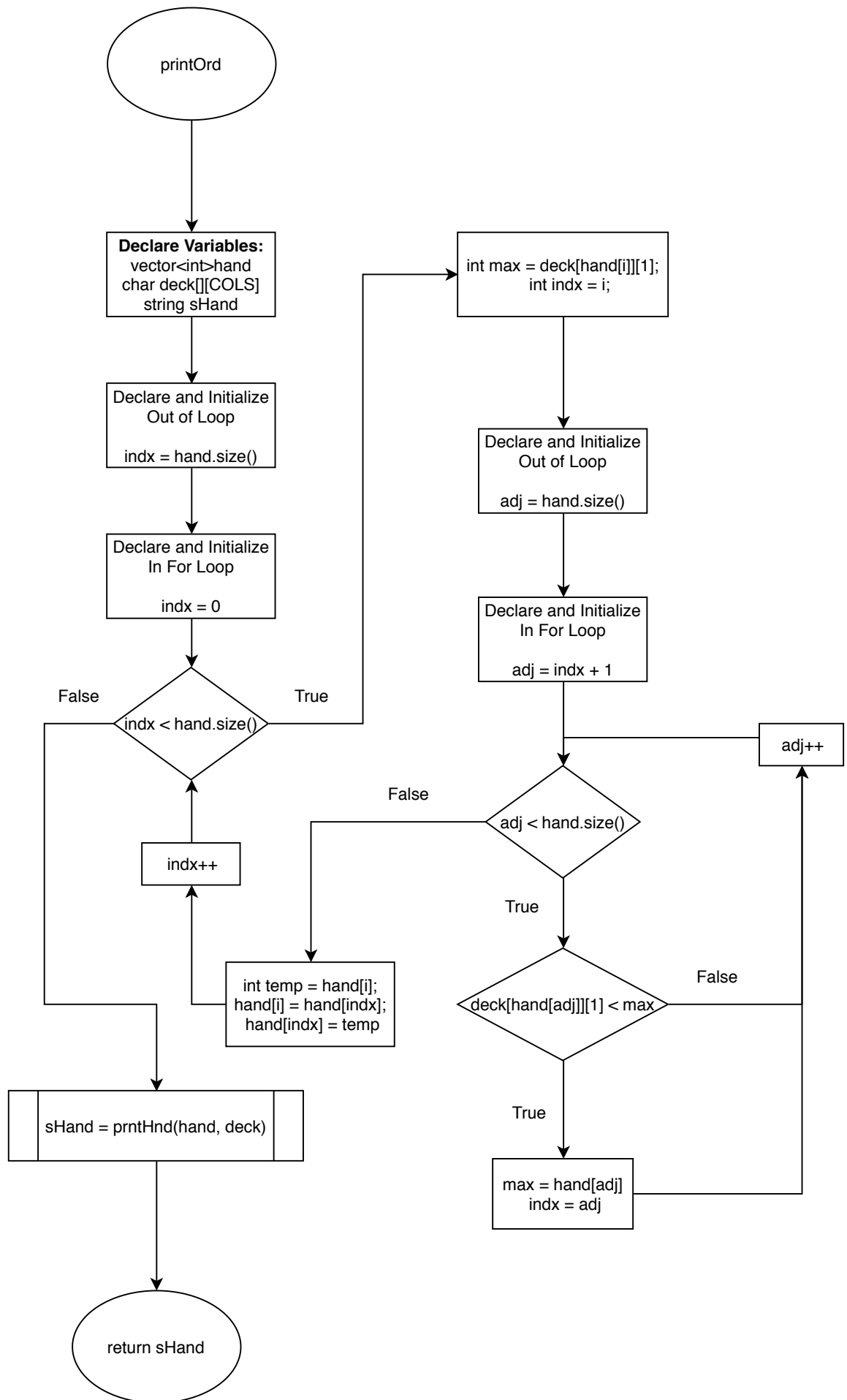




**string prntRev(vector<int> hand, char deck[][COLS])**

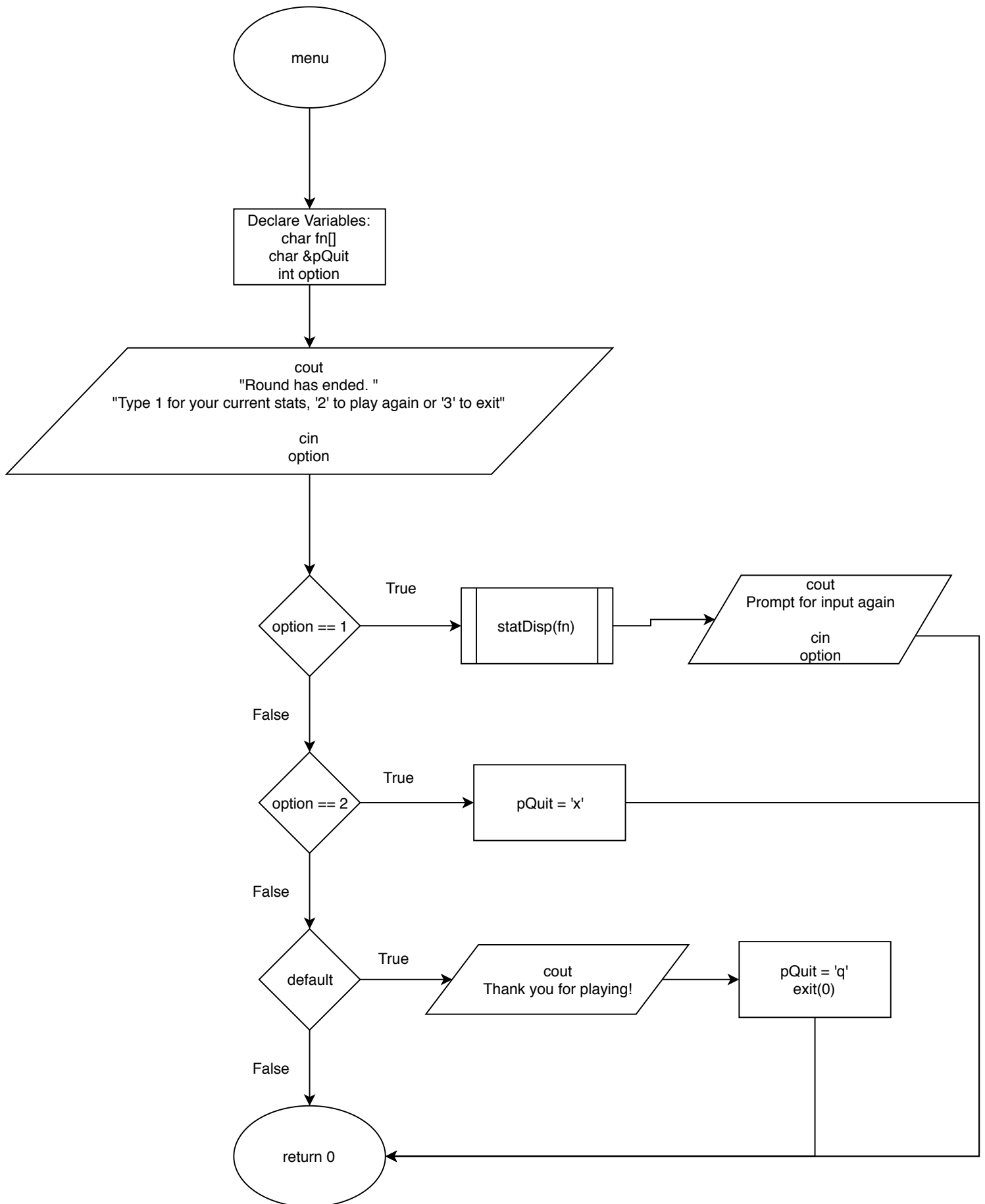


string prntOrd(vector<int> hand, char deck[][COLS])

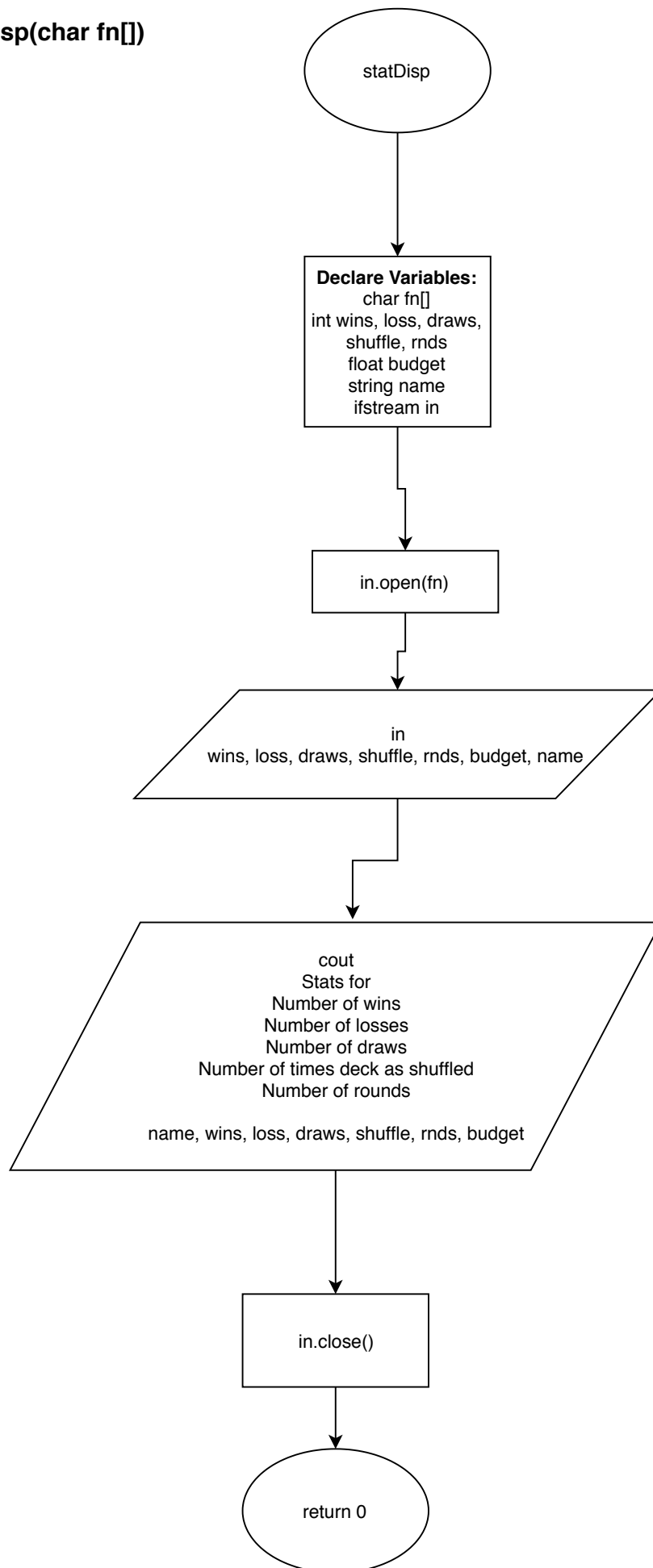




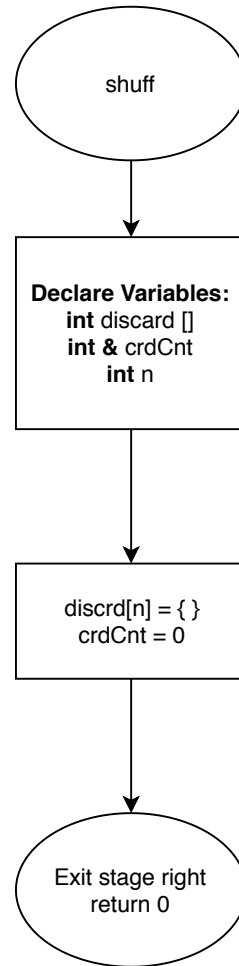
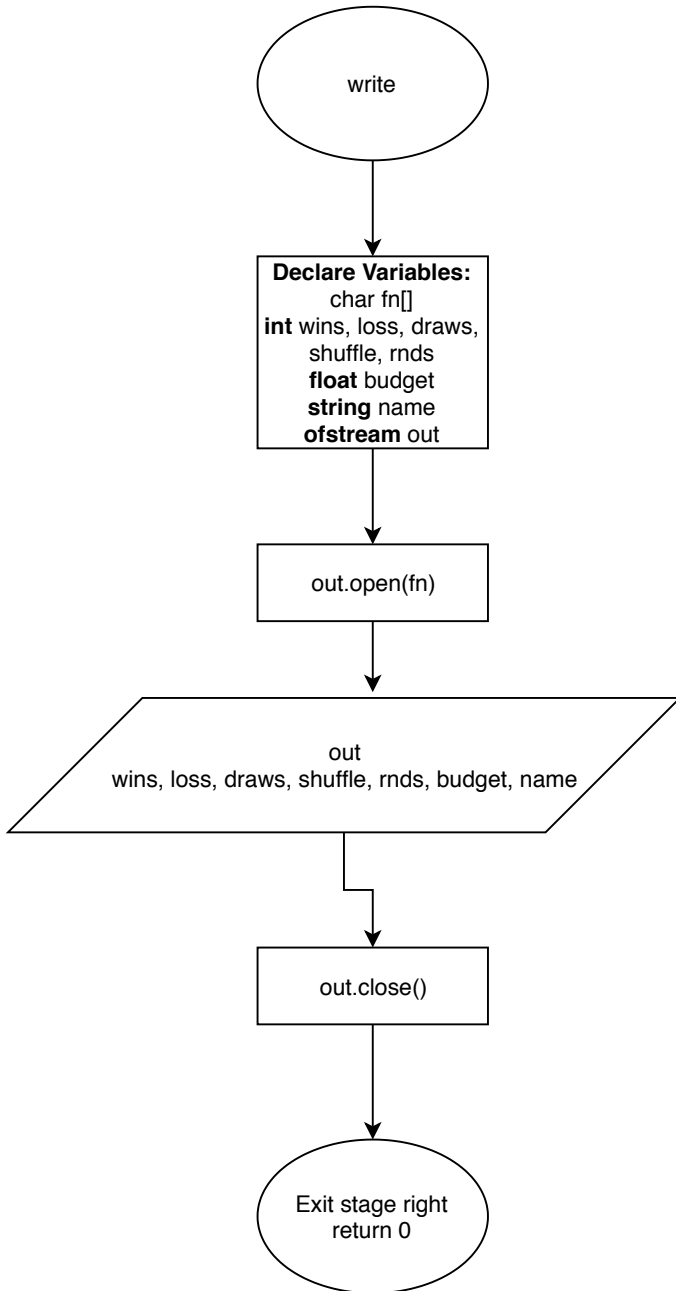
menu(char fn[], char &pQuit)  
menu(char fn[], char &pQuit)



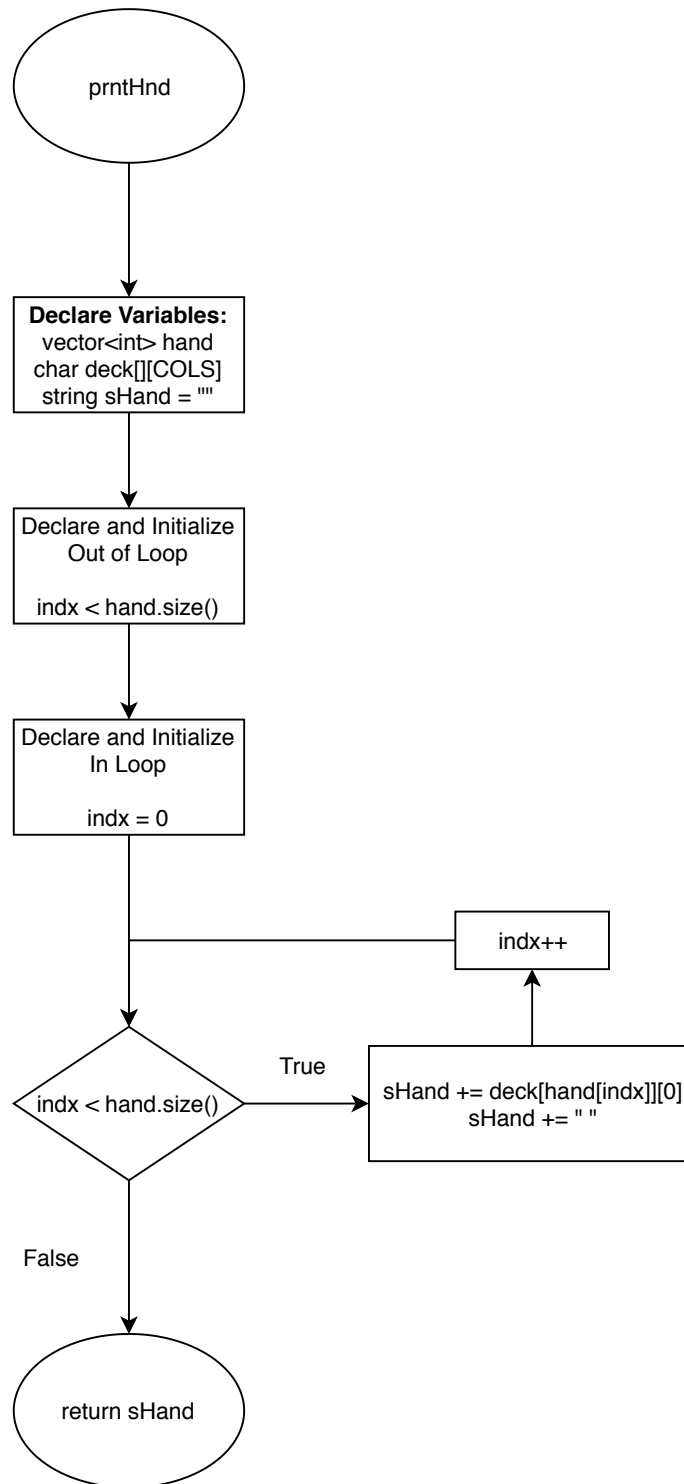
**void statDisp(char fn[])**



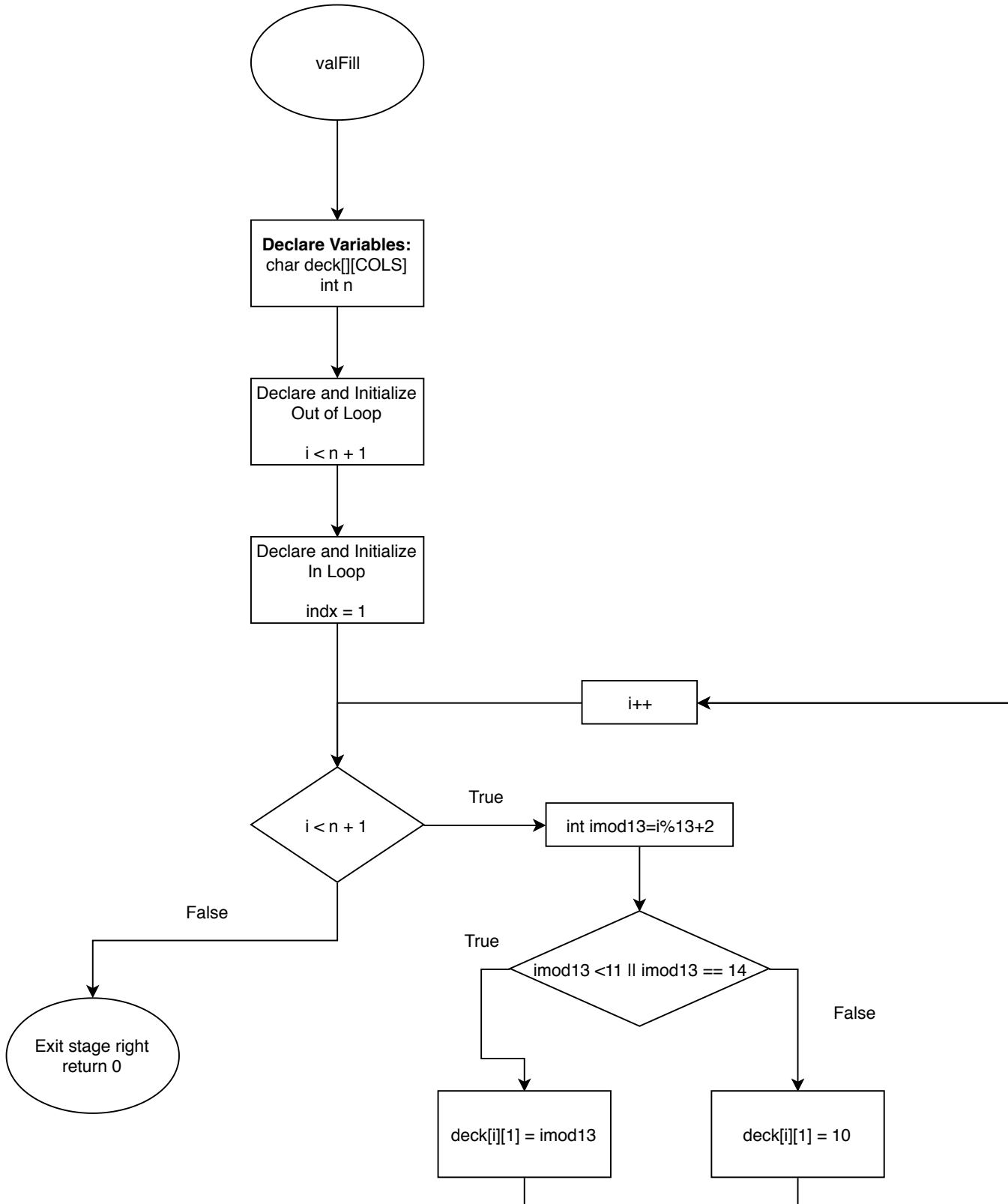
## write and shuff functions



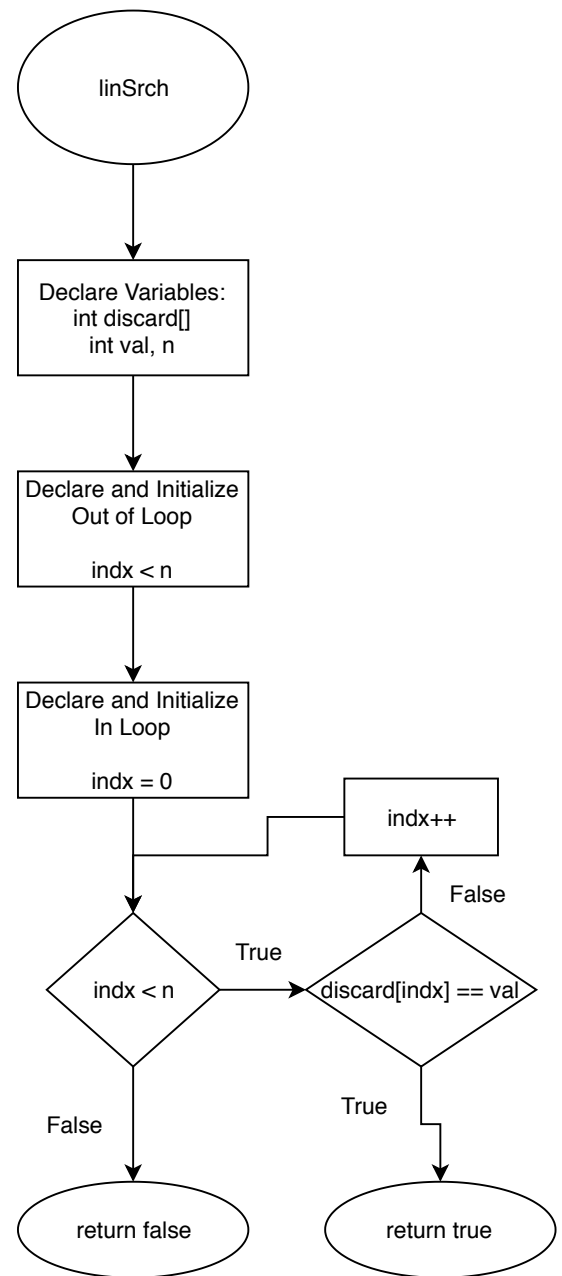
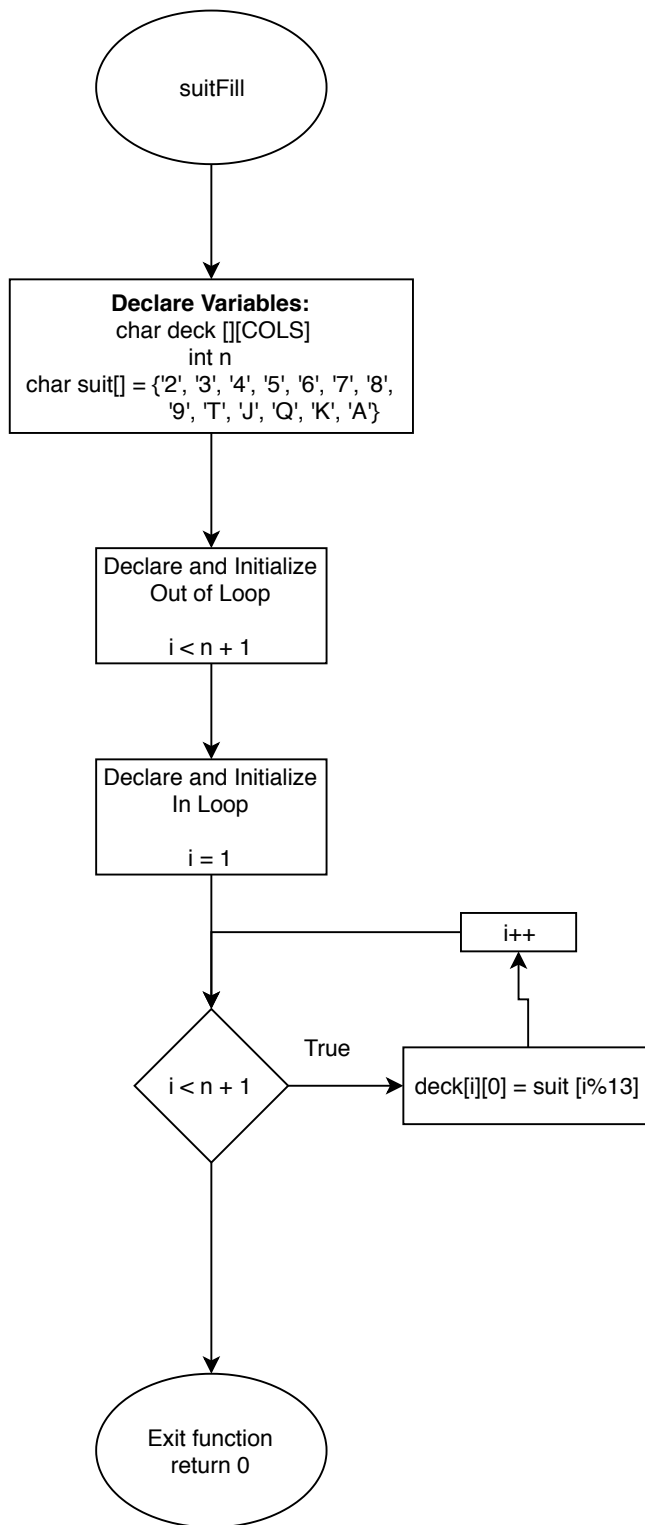
## string prntHnd



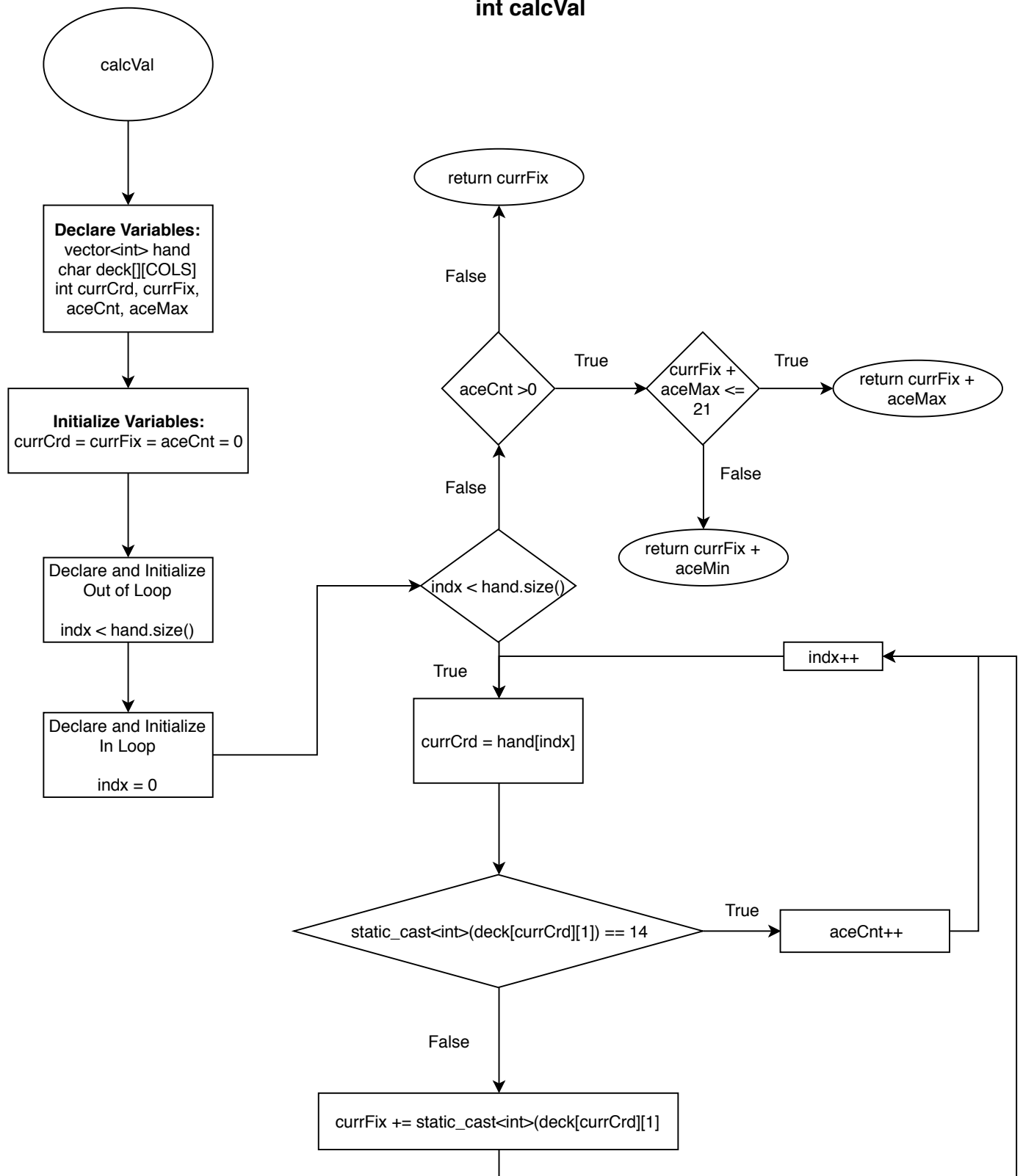
## void valFill



## void suitFill and bool linSrch



## int calcVal



## void draw

