

SECTION 11: MILESTONE PROJECT - 2 hours 18 minutes, 12 sections

• 12/12 Solutions Walkthrough - Final Gameplay Script

- -> **programming out the game**
 - -> the entire thing is being under a while True: loop <- in other words -> the game hasn't been exited
 - -> she's initialised a deck, shuffled the entire thing
 - -> then initialised a player hand and added a card to it
 - -> then done a similar thing for the dealer
- -> **then sets up the player's chips**
 - -> i.e an instance of the chip class
 - -> then takes a bet
 - -> then shows the player and dealer hands
- -> **under a while playing loop (this some global variable)**
 - -> hit or stand
 - -> **the entire thought process is now to combine all of the separate sections of code into the stages of the game**
 - -> **so she's converting the rules of the game according to the different case scenarios into code**
- -> **so the thought process was**
 - -> set up the deck, player's hand, dealer's hand
 - -> player's chips
 - -> takes the bet from the player, shows some of the cards
 - -> then while playing -> it asks hit or stand
 - -> then if the hand value is greater than 21, it busts out of it
- -> **then we're checking if the player's hand still less than or equal to 21 (the player hasn't buster)**
 - -> then - we're still coding the conditions / different stages of / for the game
 - -> since the dealer is playing, show the dealer hands
 - -> **tab can be used in the JN to autocomplete**
 - -> **she is coding a lot of the logic for the game using if / else statements**
 - -> then asking for information about the next player hand
 - -> and informing the player of the remaining chips
- -> **in games / programs input("") is frequently used to aid in the interactivity of the program**
- -> **breaking when the game is done**
- -> **thought process**
 - while true -> welcome to the program
 - -> create a shuffled deck, create a hand object, add cards to it (and for the dealer)
 - -> set up the player's chips, take a bet, show some of the cards
 - -> then the playing variable (asks if hit or stand)
 - -> then checks if the player busts or not
 - -> depending on the different hands available
 - -> then shows all the different cards at the end of the game
 - -> **then she runs the code for edge cases she know won't work to see how it responds**

- the code is printing out the outputs of the different steps
- -> each time the code is called it is reset
- -> there are also a lot of different ways of doing the same thing