

# Blackjack

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Purpose:Project 1

system libraries  
  
iostream  
ctime  
cstdlib  
string

Global Constants  
  
short  
dcard,  
dcard2,  
dcardt;

Function Prototype  
  
float  
string  
short  
int  
void

**A**

**A**  
  
**MAIN**  
Blackjack  
game

Delcare  
I/O filestream  
and open

Delcare  
random  
number  
seed

Delcare  
variables

cout"welcome"  
cin.get ENTER

**B**

**B**  
  
dcard=dealer();  
dcard2=dealer();  
card=ucards();  
card2=ucards();  
card3=hit();

cout  
dealer cards  
user cards

void pcards()

int ucards()

short dealer()

if (input=='h'  
||input=='H')

float hit()

else if  
(input == 's'  
|| input == 'S')

cout  
card total

**C**

**C**  
  
else if  
(cardtot > 21)

string bust()

else if  
(cardtot < dcardt)

void loser()

else if  
(cardtot == 21 ||  
cardtot> dcardt)

void winner()

cout  
dealer cards  
user cards

cout  
dealer cards  
user cards

**Return  
blackjack  
game**