

Project_1

Blackjack

CSC5_CIS5_Summer2017

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Introduction

Blackjack, also known as twenty-one, is the most widely played casino banking game in the world. Blackjack is a comparing card game between a player and dealer, meaning players compete against the dealer but not against other players. It is played with one or more decks of 52 cards. The objective of the game is to beat the dealer in one of the following ways:

- Get 21 points on the player's first two cards (called a "blackjack" or "natural"), without a dealer blackjack;
- Reach a final score higher than the dealer without exceeding 21; or let the dealer draw additional cards until their hand exceeds 21.

Summary

I used `int getANumber()`, `void getPokerDesc(int)`, and `int getPoint(int)` three functions to structure this program except `main()`. The `getANumber()` is used to get random numbers from 1 to 52. The `getPokerDesc(int)` is used to transfer cards' suits. The `getPoint(int)` is used to get cards' points. I almost used all of knowledge that I learned from chapter 1 to chapter 7, such as `cout`, `cin`, `int`, `char`, `if`, `while`, `for`, `array` etc..

Cross reference for Project_1

`include <iostream><ctime>` , Global Constants, Function Prototypes, `const int`, `srand`, `static_cast`, `char`, `cout`, `cin`, `cin.ignore`, `if` , `else`, `else if`, `for loop`, `nested for loop`, `break`.