

Documentation of Oblig 4 programming 1

This assignment was considerably more difficult than the previous ones that I've worked on. Whilst it was both a challenging and fun assignment, there were some irritating and difficult hurdles along the way.

Beginning to write the program I had to read up and update my memory on classes and objects in Python. Firstly, I created a class to make card objects for the blackjack game. The second class I used was one to count and calculate the number of chips the player had, won or lost. This class, however, didn't require to be a class and ultimately made the program unnecessarily complicated. I ended up removing a lot of the functionality of the classes and simplifying them and replacing them with functions in the main code instead. If I were to rewrite the code, I would have gotten rid of the playerChips class and used functions instead.

Another difficult challenge was how to calculate the value of the Ace card. Initially I just set them to +11, then had a for loop check how many aces there were in the hand. If it detected an ace card and the hand total was larger than 21, it would do a -10 operation to set the value of the ace down to 1. Problem was, if you had more than one ace in your hand, it would only negate the hand total value by -10 once. This I solved by creating an aceCount value to count the amount of aces in the hand, and then correctly set their value to 1 instead of 11, depending on the total hand value and Ace count.

The final product is not user-friendly and can cause multiple errors if the user does not give specific input to the program. Also, it relies on the players counting the value of their own hand. So, if the player makes a mistake, they could potentially throw a hand of a hand that could potentially win and "bust" themselves.

For next time, I would start earlier with the assignment to give myself more time to polish on the program. The code could be improved and optimized. It could also use a better UI, rather than a text terminal.