

Code Lab 6

Code Lab 6 – File I/O

In this code lab, you will continue to modify the blackjack program by storing a player's money into a file so when the user returns, they will continue with the same amount.

Criteria of Acceptance

- Use a plain text file to store the money amount
- When the program starts, it should read the player's money amount from the file.
- If the amount is less than 5, prompt the user there was not enough money and the amount is getting set to 1000.
- The program should update the money amount to a file anytime the data has changed.

For Submitted Validation

- Manually create a money.txt file with the starting amount of 1000.
 - We will be handling creating the file when missing in a future code lab.
- Play 1 hand of blackjack, exit and restart game.
 - The image should display ending balance which should match balance when game starting balance when restarted.
- All calculations should be correct.
- UI should match image above.

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Command Prompt - python blackjack.py

C:\Users\Kelly\PycharmProjects\Code_Labs\code>python blackjack.py
BLACKJACK!
Blackjack payout is 3:2
Enter 'x' for bet to exit

Money: 1000.0

Bet amount: 500

DEALER'S SHOW CARD
  Ace of Clubs

YOUR CARDS:
  7 of Hearts
  3 of Spades

Hit or Stand? (h/s): s

DEALER'S SHOW CARD
  Ace of Clubs
  Queen of Spades

YOUR POINTS:    10
DEALER POINTS:  21

The dealer got Blackjack, you lose
Money: 500.0

Play again? (y/n): n

Thanks for playing...
Come again soon!

C:\Users\Kelly\PycharmProjects\Code_Labs\code>python blackjack.py
BLACKJACK!
Blackjack payout is 3:2
Enter 'x' for bet to exit

Money: 500.0

Bet amount:
  
```