Code Lab 5 – Part 2

Code Lab 5 (part 2)– Lists & Tuples

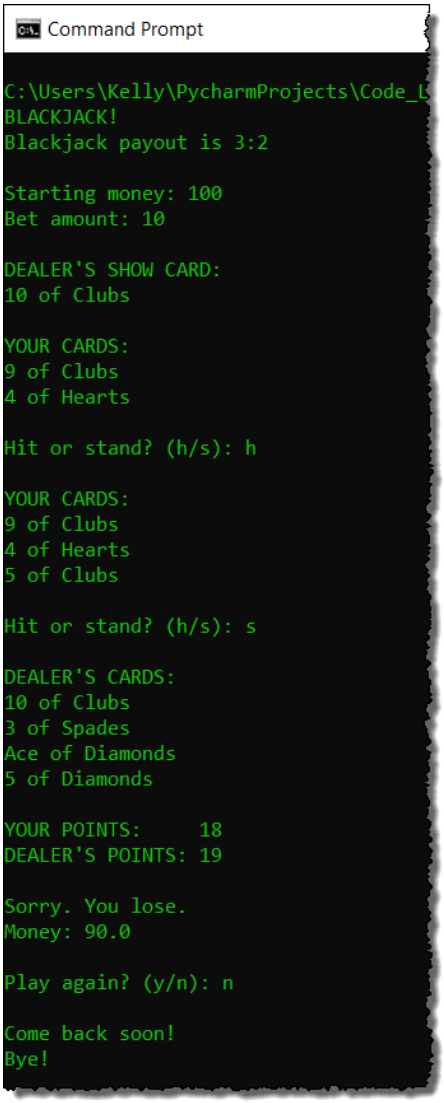
In this code lab, you will continue to modify the blackjack program, implementing the deck module created in Code Lab part 1, to allow the player to play a hand of Blackjack against the computer dealer.

Rules of Blackjack

- https://www.youtube.com/watch?v=5bWpnABkU-Y

Criteria of Acceptance

You will need to update your code so the deck and hands (both player and dealer) should all be stored as lists.



Hints

How you code this is up to you, but the following hints are meant to assist you in your process.

- When the application starts:
  - Display the header
  - Getting the starting amount
- Allow the player to play a "hand" of Blackjack until the say they are done.
- Each hand should include the following:
  - Get Bet
  - Create and shuffle a new deck of cards
  - Create an empty dealer and player hand
  - Deal 2 cards to the player, 1 to the dealer
  - Display dealer and player cards
  - Allow the player the take additional cards until the stand (don't want any more) or bust (point total > 21) and their turn ends.
  - Deal 1 more card to dealer.
  - If the player busted, end the dealer's turn
  - If the player did not bust, deal the dealer more cards until their point total > 16.
- Determine winner.
- Adjust the player money based on the outcome.
- Prompt the player to play again.

For Submitted Validation

- Play 3 hands of blackjack displaying 3 different outcomes.
  - Should include at least 1 hand where the player hits and 1 game where the player stands.
  - At least 1 hand showing the player going over 21.
    - When the player goes over 21, show all player cards and 2 dealer cards.