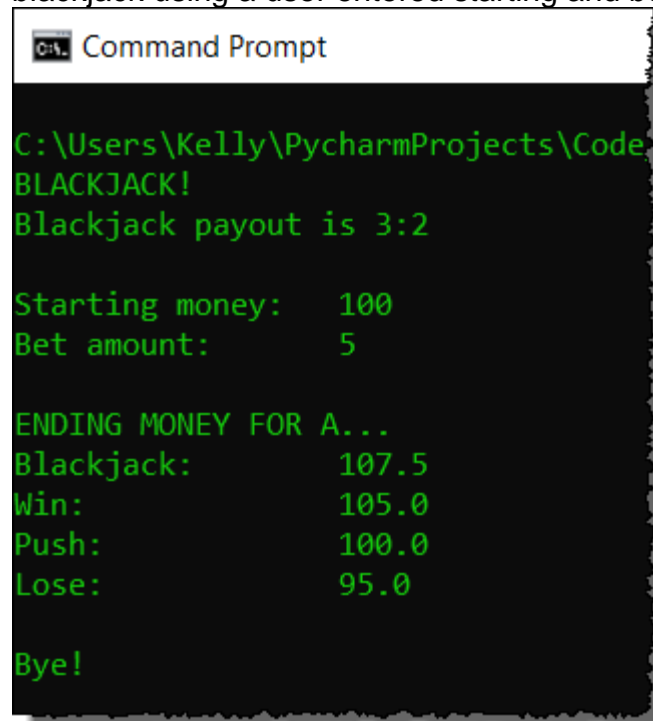


Code Lab 1

Code Lab 1 –Calculating the Outcome

In this first code lab, you will develop a first version of the program that will calculate the total amount that a player would have based on each possible outcome of a hand of blackjack using a user entered starting and bet amount.



```

C:\Users\Kelly\PycharmProjects\Code\BLACKJACK!
Blackjack payout is 3:2

Starting money:    100
Bet amount:       5

ENDING MONEY FOR A...
Blackjack:         107.5
Win:              105.0
Push:             100.0
Lose:             95.0

Bye!
  
```

Criteria of Acceptance

- Allow the user to enter a “Starting player amount” and a “Bet amount”.
 - The program should be able to accept both integer and float entries.
 - Assume the user will enter valid data.
 - We will cover data validation in a future code lab.
- Calculate the ending amounts based on the outcome of 1 hand of blackjack.
 - Each calculation should be based on the starting player amount, not cumulative.
 - Blackjack pays out 3:2, which is 1.5 times the bet amount.
 - Win adds the bet to the player amount
 - Push has no impact on the player amount
 - Lose will reduce the player amount by the bet amount
 - Each calculation should be rounded to a maximum of two decimal places.
- Display a message to signify the program has ended.
- Layout should match comp.
 - Pay close attention to line spacing and amounts should be in a vertical column.

For Submitted Validation

- Starting money equal to 100 and the bet amount equal to 5.
- Calculations should match comp.