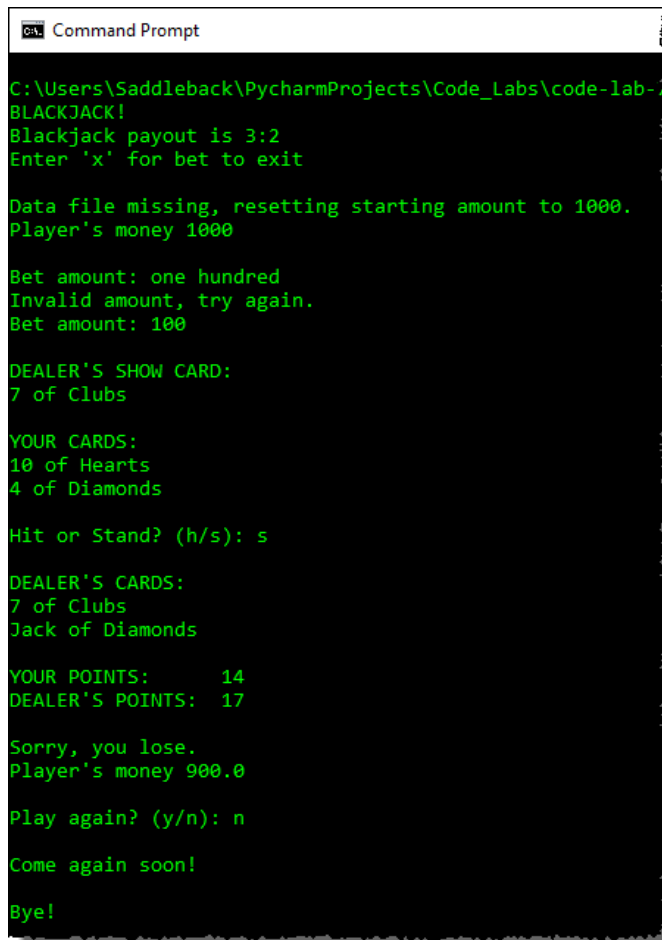


# Code Lab 7

## Code Lab 7 – Exception Handling

In this code lab, you will need to update the program to handle exceptions that are encountered during game play.



```

C:\Users\Saddleback\PycharmProjects\Code_Labs\code-lab-7
BLACKJACK!
Blackjack payout is 3:2
Enter 'x' for bet to exit

Data file missing, resetting starting amount to 1000.
Player's money 1000

Bet amount: one hundred
Invalid amount, try again.
Bet amount: 100

DEALER'S SHOW CARD:
7 of Clubs

YOUR CARDS:
10 of Hearts
4 of Diamonds

Hit or Stand? (h/s): s

DEALER'S CARDS:
7 of Clubs
Jack of Diamonds

YOUR POINTS:      14
DEALER'S POINTS:  17

Sorry, you lose.
Player's money 900.0

Play again? (y/n): n

Come again soon!

Bye!
  
```

### Criteria of Acceptance

- Handle the exception that occurs if the program cannot find the data file.
  - No data file.
    - Display a message that the file is missing and start the user with 1000.
- Handle the exceptions that occur if the user enters a string where an integer is expected.
  - Invalid data type entry for the bet amount.
    - Display an invalid entry message and allow the user try again.
- All calculations should be correct.

*UI should match image above. For Submitted Validation*

- Remove the data file and start the application.
- Enter an invalid bet amount, I.E. in text format.