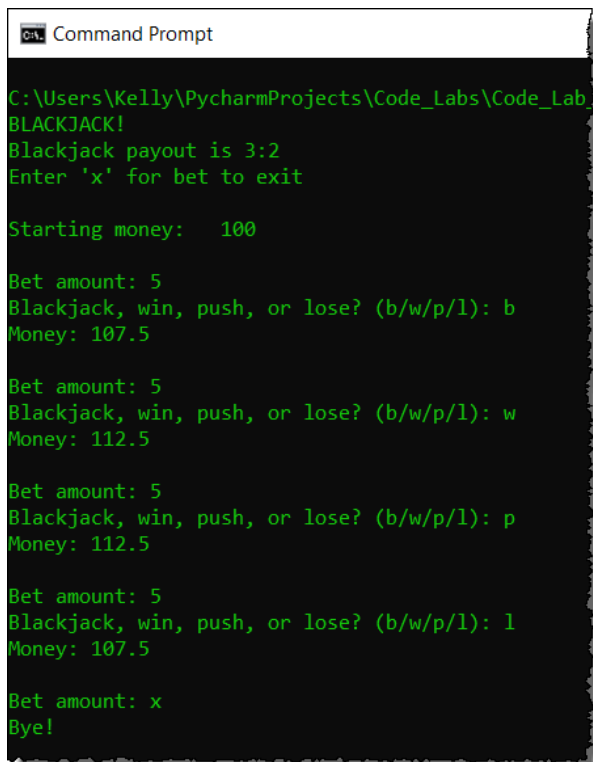# Code Lab 2

Code Lab 2 – Track the Player's Money

In this code lab, you will continue to develop the Blackjack program by tracking the player's money after each hand (outcome) until the user exits the program. (I strongly suggest backing up each code lab before starting on the next code lab).

```
Command Prompt

C:\Users\Kelly\PycharmProjects\Code_Labs\Code_Lab
BLACKJACK!
Blackjack payout is 3:2
Enter 'x' for bet to exit

Starting money:    100

Bet amount: 5
Blackjack, win, push, or lose? (b/w/p/l): b
Money: 107.5

Bet amount: 5
Blackjack, win, push, or lose? (b/w/p/l): w
Money: 112.5

Bet amount: 5
Blackjack, win, push, or lose? (b/w/p/l): p
Money: 112.5

Bet amount: 5
Blackjack, win, push, or lose? (b/w/p/l): l
Money: 107.5

Bet amount: x
Bye!
```

Criteria of Acceptance

- Using a loop, prompt the user for a bet amount and outcome.
  - Outcomes can be:
    - b = Blackjack
    - w = Win
    - p = Push
    - l = Loss
  - Calculate the new account balance based on the bet and outcome.
  - Loop until the user enters a bet amount of 'x'
- Assume the user will enter valid data.

For Submitted Validation

- The starting money amount should be equal to 100.
- Each bet amount should be equal to 5.
- The outcomes should be b, w, p, and l in that order with correct totals.
- Exit the application.
- UI should match comp above.