Blackjack

Card Game

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**INTRODUCTION**

Blackjack is a game played with a regular deck of playing cards, excluding jokers. Blackjack, also commonly referred to as Twenty-One, is fast paced and easy to play, offering the player quick result with little effort. Players can also leave and join with relative ease and little notice adding to the overall accessibility. This accessibility has also assisted in making the game one of the most common of its type in casinos everywhere. If you’re new to gambling, or card games in general, this game is a good place to start and has the highest chances for victory of the players.

**THE BASICS**

**Game Objectives**

Obtain a maximum value of cards without exceeding 21.

**Common Terminology**

* **Break** – Exceeding the hand total of 21. (same as Bust)
* **Bust** – Exceeding the hand total of 21. (same as Break)
* **Deal** – To give out the cards during a hand.
* **Draw** – Adding a new card to your current hand. (same as Hit)
* **Push** – Both player and dealer have the same hand total, player keeps bet. (same as Tie or Stand-off)
* **Stand** – Not requiring any more cards, to refrain from taking another card. (same as Stay)
* **Stay** – Not requiring any more cards, to refrain from taking another card. (same as Stand)

**Rules**

1. If the computer player *busts*, all remaining players win.
2. If the computer player (CP) does not bust, each player with a greater value than the CP wins.
3. Any player than obtains 21 when the CP does not is a winner.
4. When a player and the CP both get 21 it is declared a *push*.
5. Up to seven people can play.
6. Suits:
   1. C = CLUBS
   2. D = DIAMONDS
   3. *H = HEARTS*
   4. *S = SPADES*

**DESIGN PROCESS**

**Program Functionality**

For this program to be successful it needed to be able to accomplish the following:

1. Create a deck of cards.
2. Ask user for number of players.
3. Ask users for names.
4. Shuffle and deal a deck of cards.
5. Display face up cards of players, but not CP.
6. Ask user if they want an additional card.
   1. Continue this process until that user busts or stops asking for cards.
   2. Continue through all players.
7. CP plays out their hand and compares to all remaining players.

**Concepts to Include**