OOP Mini-Project Requirements

Project Title: Blackjack Game

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Project Aims

· To create a fully functional blackjack game that implements realistic blackjack rules.

· The player must be able to bet money every round.

· The system must contain logic to determine if a round was won by a player or lost to the dealer.

· The system will implement the ActionListener interface to handle button presses e.g. Hit or Stand.

· The system will implement 2d graphics for the game in a JFrame GUI