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Blackjack Project Writeup

Game: The objective is to get as close to or score 21 points without going over. Going over is known as a bust and results in an automatic lost. The player is first dealt 2 cards and the sum of the two cards is the amount of points the player has. The player is then given the option to receive another card which is added up to the 2 initial cards the player received or to stay. The house then reveals its cards and whoever is closest to 21 wins. If the house and the player score the same points, the game results in a draw. For the player, all face cards have the value of 10, Ace cards have the value of 1 or 11, and any card with a number show its respective value. For the house, according to blackjack rules, if the first two cards have added value less than 16, they have to automatically pull another card.

The hardest part about writing this program was using the do-while loop for the decision of the player to pull another card or stay. For some reason, if the value of the amount of points the player has goes over 21, the program stalls or goes into an infinite loop.