

Algorithm

1. (Output) Display "21 CARD GAME"
2. (Output) Display "Goal: Beat the dealer without going over 21."
3. (Process) Generates random numbers between 16 and 21 (The dealer and player)
4. (Output) Prompt a user for their guess.
5. (Input) Accept user's choice either to stand or hit.
6. (Process) Calculate the player's accumulated cards.
7. (Process) Exit loop when player wins, goes over 21 or stands.
8. (Output) Display the player's score and "You win!" or "You lose!"