Due: Friday 18/11/22 @ 5pm

Create a program which mimics a card game of BlackJack or 21. The rules are you need to have a hand less than or equal to 21. An Ace is worth 11 or 1. Jack, Queen and King are all worth 10. All other cards are their face value. The dealer deals you two cards and you can decide to stick or twist. You can receive a card until you stick or go bust (over 21). When you have decided to stick the dealer deals two cards. If he has less than 17 he takes another card and repeats until he has more than 17 or is bust. You then compare your score with the dealers, the highest wins. More details on the game and rules are available at this link. You are also required to add an additional feature of your choice to the game. See below for a screenshot of how this program works.

```
Card dealt is the 9 of Clubs, value 9
Card dealt is the King of Hearts, value 10
Your score is 19
Do you want to stick or twist - s/t?
s
Dealer plays

Card dealt is the 7 of Clubs, value 7
Card dealt is the Queen of Spades, value 10
Dealer score is 17
PLayer wins
Do you want to play again - y/n?
```

Task	Marks
Use of methods	10
Use of arrays/lists	10
Random	5
Loops	5
Selection	5
Appropriate types (int, bool etc)	5
Additional Feature	5
Clarity of code (Space, comments, naming)	5
Functions as it should with test data	10

Formatting of output	5
Use of Classes/Objects	30
Use Github	5