

```
unsigned char rndmNum(unsigned
char nCards)
```

```
return rand()%nCards+1; //Gets a
random number from 1-52
```

```
void HorF(string cards[], string allcards[],
int &cardnum1, int nCards,
bool ace, unsigned int &hand, int
crdnms1[])
```

```
unsigned char decide;
unsigned char rawnum=0;
```

Asks User if they would
like to hit or fold

```
if
(static_cast<decide>
=='h')
```

```
decide--=32
```

```
cardnum1=3
```

```
decide=='H' &&
hand<21
```

```
rawnum=rndmNum(nCards);
crdnms1[cardnum1]=rawnum;
cards[cardnum1]=allcards[rawnum];
rawnum=rawnum%13;
```

```
ace=checkAce
```

```
return
```

```
cardnum1++;
```

asks player if they
would to hit or fold

```
if (hand<21)
```

output players card and
sum of their hand

```
if (rawnum==0||rawnum==11||
rawnum==12||rawnum==13)
```

```
hand+=10;
```

```
if (rawnum==14)
```

```
hand+=11
```

```
hand+=rawnum
```

```
void dlrHnd (string dlr[], string allcards[], int
crdnms2[], int nCards, bool ace,
int &cardnum2, int &dlrhand, unsigned
char rawnum)
```

```
dlrhand=0;
```

```
while
(dlrhand<=16)
```

```
rawnum=rndmNum(nCards);
crdnms2[crdnms2]=rawnum;
dlr[crdnms2]=allcards[rawnum];
rawnum=rawnum%13;
```

```
ace=checkAce
```

```
dlrhand +=10;
```

```
if (rawnum==0||rawnum==11||
rawnum==12||rawnum==13)
```

```
if (rawnum==14)
```

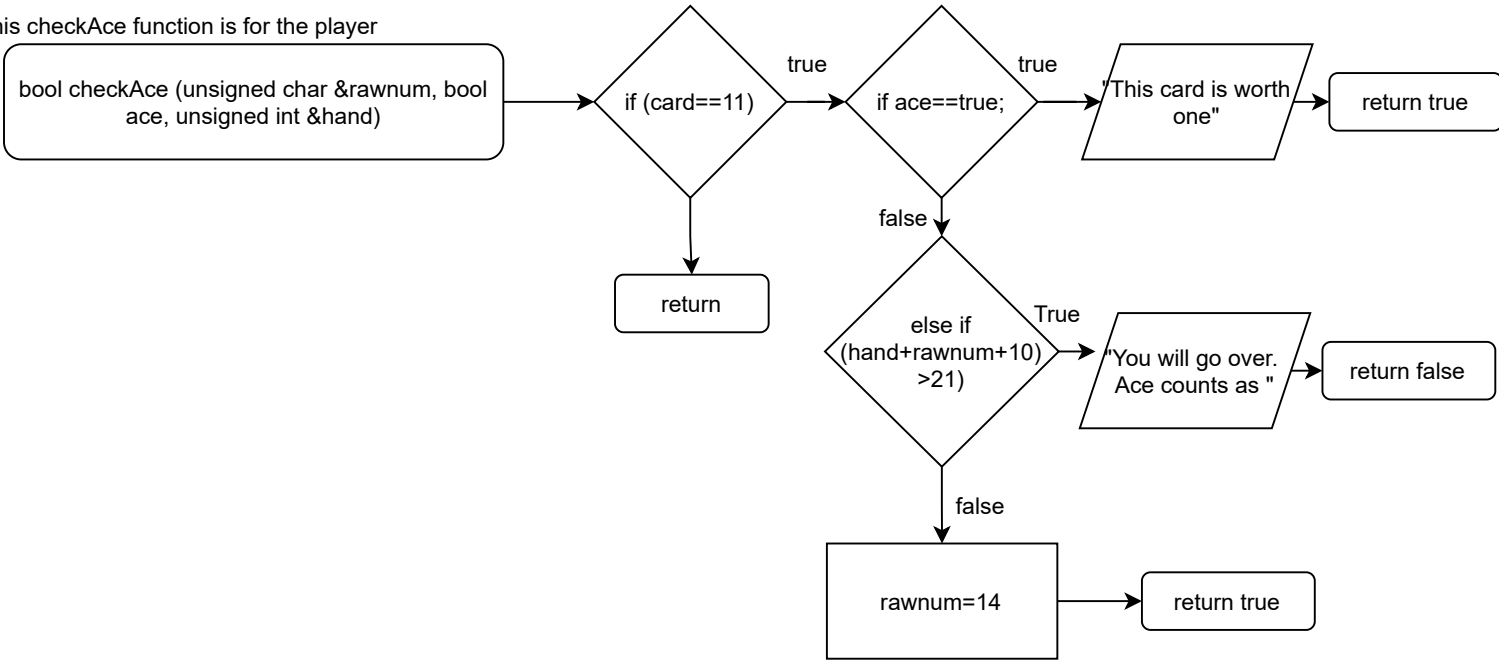
```
dlrhand +=11
```

```
dlrhand+=rawnum
```

```
return
```

output players card and
sum of their hand

This checkAce function is for the player



This checkAce function is for the Dealer

