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do/while
begins

```
rawnum=rdmNum(nCards);  
crdnm1ptr[cardnum1]=rawnum;  
cards[cardnum1]=allcards[rawnum];  
rawnum=rawnum%13;
```

```
ace=checkAce;  
//Checks to see if player  
has an ace card
```

True

while (cardnum1<2)

False

if
(player[0].hand
==21)

False

```
HorF(cards, allcards,  
cardnum1, nCards,  
ace, player, crdnms1)
```

ace=false;

```
player[1]=dlrHnd  
(dlr, allcards, crdnms2,  
nCards, ace,  
cardnum2, dlrhand,  
rawnum)
```

output players card and
sum of their hand

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

Asks User if they would
like to hit or fold

if (static_cast
(decide
=='h'))

true

decide-=32

false

cardnum1=3

decide=='H' &&
hand<21

true

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

```
ace=checkAce
```

cardnum1++;

asks player if they
would to hit or fold

True

if (hand<21)

False

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output players card and
sum of their hand

hand+=10;

True

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

False

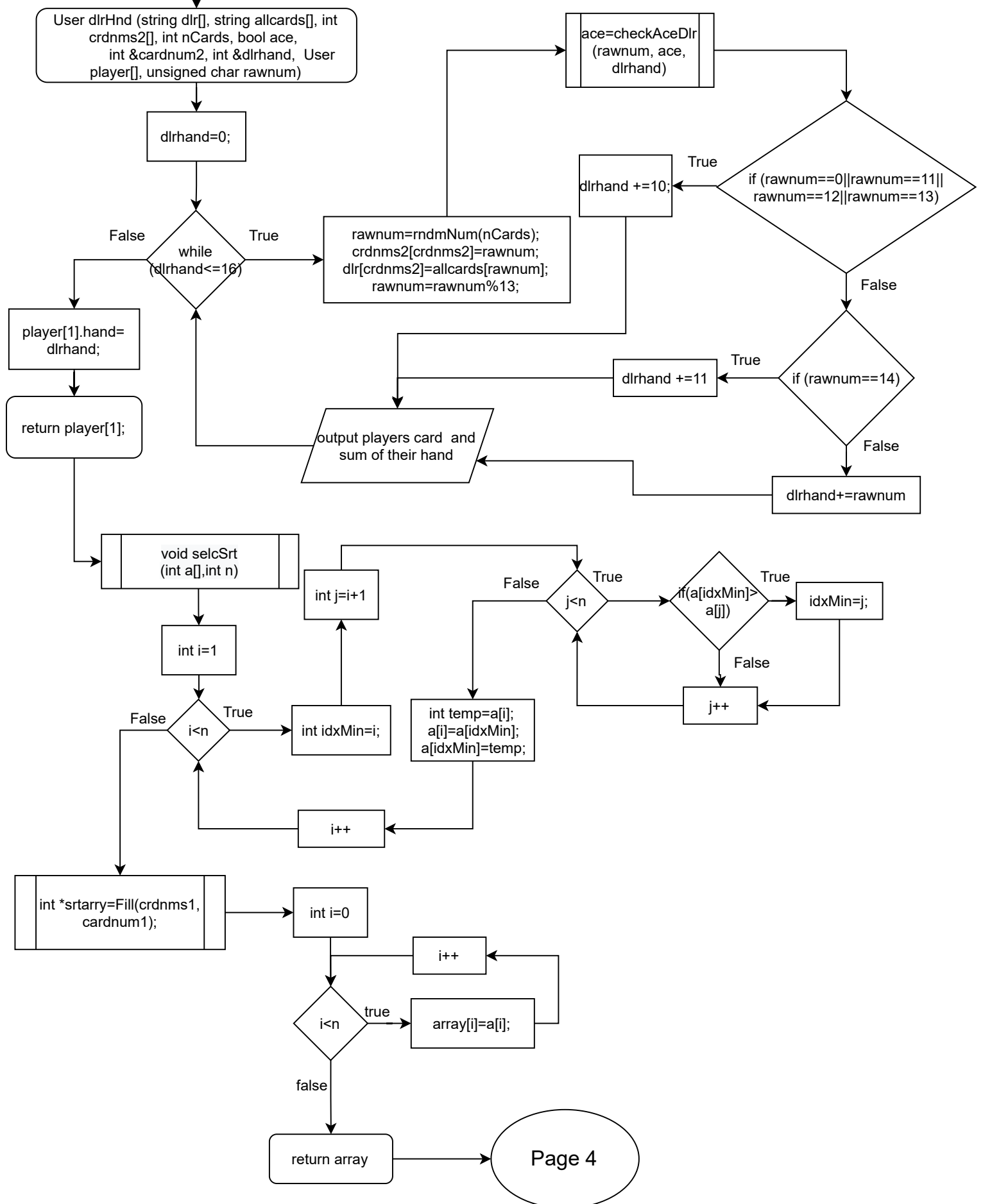
True

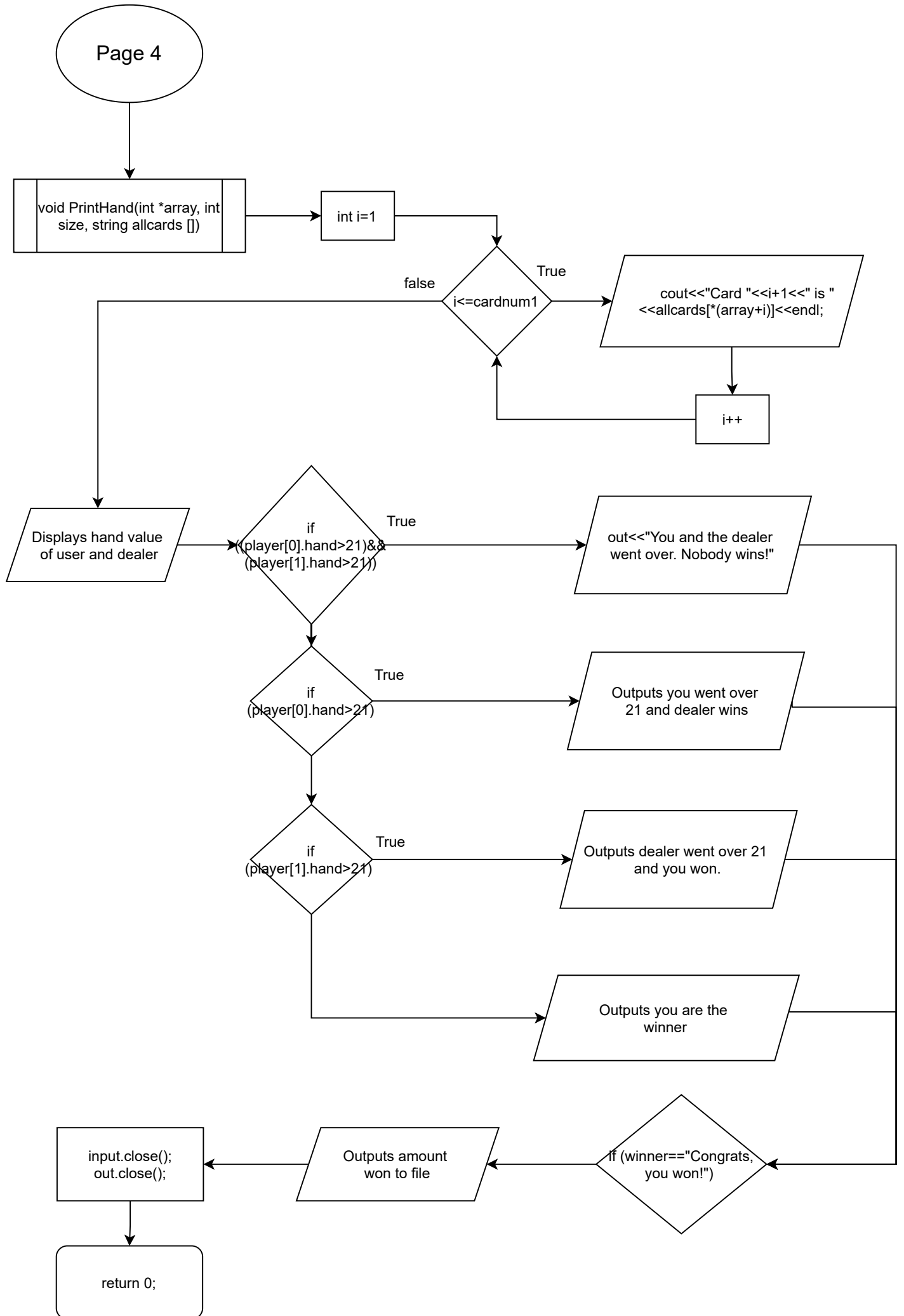
hand+=11

if (rawnum==14)

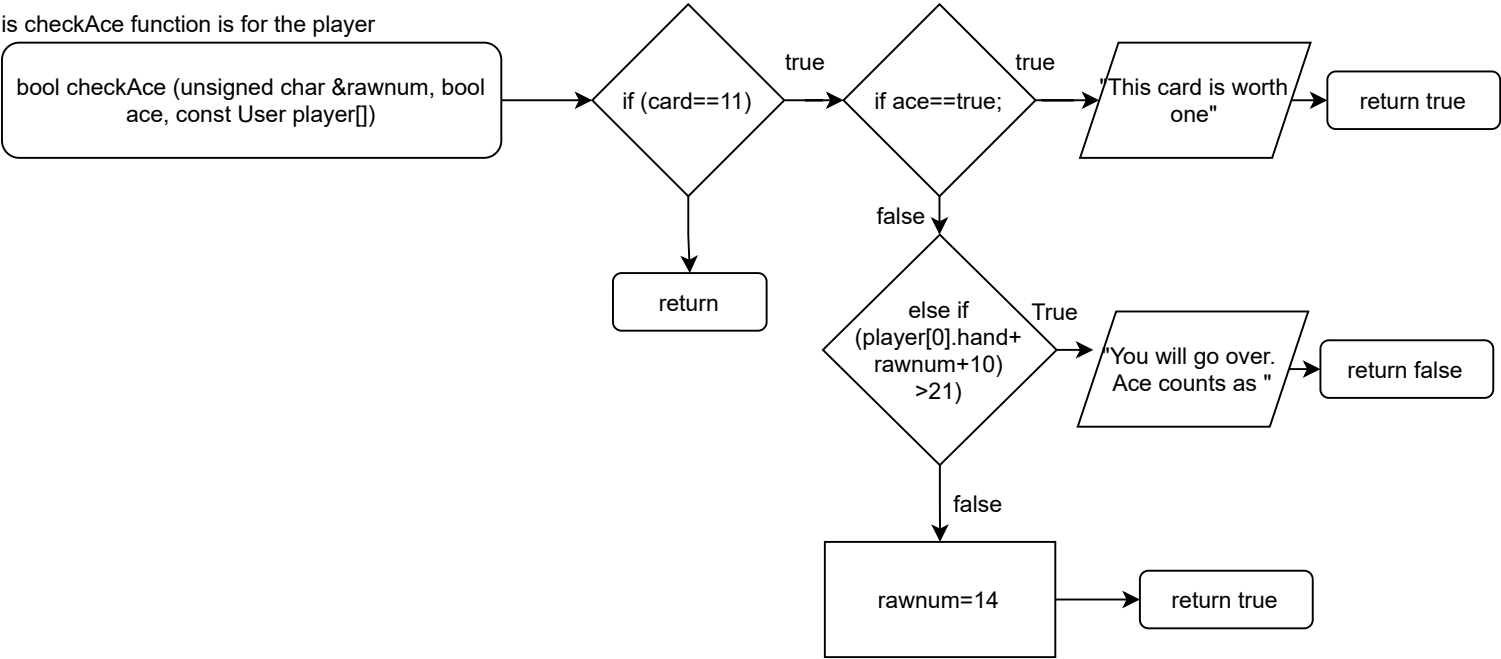
False

hand+=rawnum





This checkAce function is for the player



This checkAce function is for the Dealer

