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**Notable Obstacles I Overcame:**

The first obstacle I overcame was when approaching the evaluate hand function, and thinking about the most efficient way to approach it. At first, I was thinking about different ways like mapping a 2d array, and felt like if/else statements would take forever, but after hearing in lecture and thinking about it more, I realized if/else statements wouldn’t be too difficult or inefficient. The next efficiency question was how to structure the if/else statements to make sure I didn’t miss anything and it did not get too disorganized. I decided to go by dealer card, meaning i would first say if(dealer card == ) and then make sure to hit all the conditions for that dealer card, starting with if they were a pair, then soft, and then none. After, that the only difficulties were a few errors that came up because of my bracket placement, and making sure test cases worked.

**Test Cases:**

I will test only using evaluateHand function as that should naturally test everything else.

1. Hand (10, 10), Dealer Card (random): this tests the 10 and 10 preliminary case in my code
2. Hand (A, A), Dealer Card (random): this tests the ace and ace preliminary case in my code
3. Hand (5, 3), Dealer Card (5): this tests that the isSoft and isPair are not triggered, and that hit works
4. Hand (4, 4), Dealer Card (5): this tests that isPair is triggered, and that split hit works
5. Hand (A, 8), Dealer Card (7): this tests that isSoft is triggered, and that stand works
6. Hand (7, 8), Dealer Card (10): this tests that surrender hit works
7. Hand (8, 8), Dealer Card (10): this tests that split works, and that it gets triggered and not hit
8. Hand (A, 3), Dealer Card (6): this tests that double down hit works and that it gets triggered correctly given the ace.