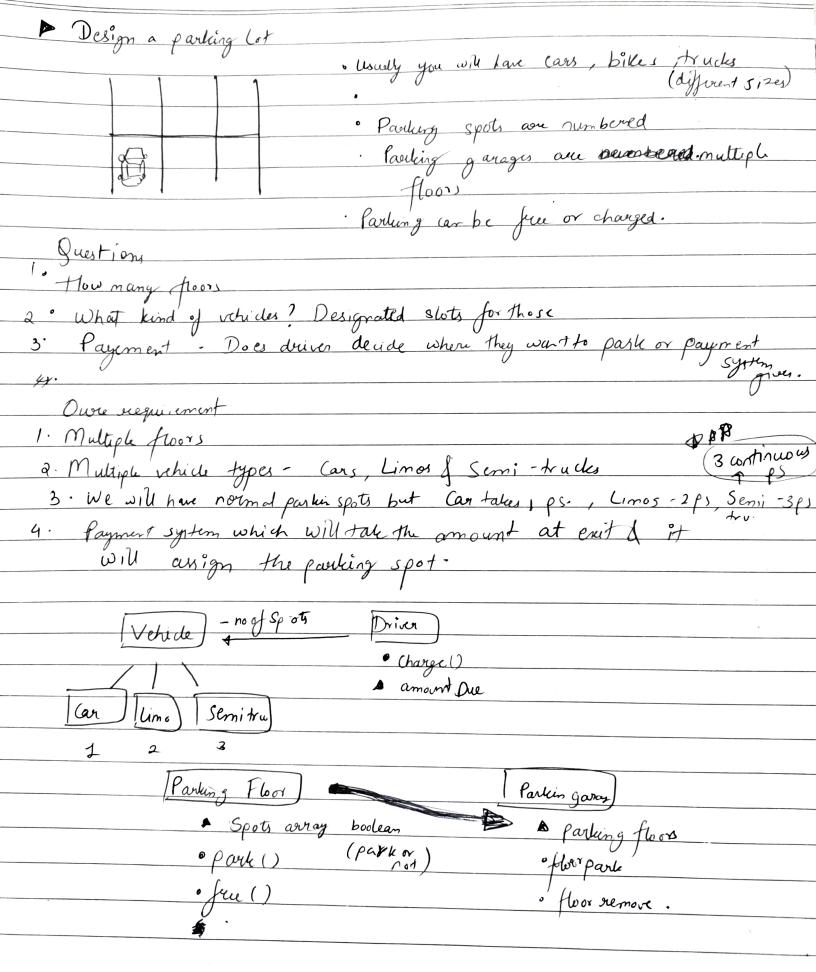


Suspicery you have to ask 1. How many cords are in a dech. (also Shuffle the dech)? 2. What are their values 3. How many decks, what happens when we even out of cards in the dech 4. How many plagers 5. Score keeping? (Target score) We are gointing to design for 1. We will have to key sure 2. 52 Tands 3. We have a players. (Dealers players) 4. Same as noward and values 5. Eve will have a single deck of we will rapid of prove sward and shuffle 6. Player was the players will get the same amount from the declar that they gambled if they loose they the money will go to doden. If draw then they don't leste of any money. 7. Dealers will sense players on we cand value. Try will try to get more value by keep on drawing the cards. Assuring own ewa way for practice Player — Hand (card) - Suit class enum West October (made cooling) if players Both user of Dealers will have a fland. 8. Random and Shuffle dech 8. Random and Shuffle dech	Question you have to all
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Player own way for practice Player Hand (and Suit) Clau enum User Delaler (make Real & D) is for both. So obstract Both year Dealer will have a fland. Random and	1. Peder will know player's A VE card value. They will try to get more
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Both year & Dealer will have a Hand. Random and	both Deck
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2. Do automer have accounts / do they need accounts / what types of accounts 3. Location - physical on only online. / Single branch or multiple branches
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5. Socravita
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Answer of requirement:
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5. Every day we will send the a percentage of amount that will be sent
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4. What if there is a fie in the movie that we are glecommending.
5. We occomed single or multiple ? How to recommend To auser who
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hasn't seen anything yet on the platform
Answery
1. Star system 1-5.
2. If no data on user - go through all list at get the highest rated
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