

# Blackjack game!

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## Objectives:

- Write a Java program that simulates a blackjack game.
- You need to use Enumerated types for the card values and suits
- You will likely need to use array or ArrayLists for a deck of cards; just try doing this without.
- You need the following classes: Card, Deck, Game, TestBlackjack
  - It is up to you how you design the game within this framework
  - Think about what class should hold what data and services.
  - The test class should only instantiate a game and hold no vital data, the UI should be elsewhere
- You need to have a method that will shuffle the deck of cards!
- It may be text based or a Swing Application; please don't use applet, you know how to do this and it is time to branch out to other swing components if you have not already done so.
- Game needs to be interactive.
- The game needs to be an accurate simulation of a blackjack game. You have a deck of cards with 52 cards. When a card is dealt from the deck, it will not appear again. Cards are dealt from the top of the deck after the deck is shuffled. Ace can be high or low depending on the players hand.
- The game must work properly.
- Add an extra challenge:
  - Make this a full game and not just one hand of Black Jack!
  - Have a class for player that will also keep track of money
  - Let the players bet and keep track of winnings and losses.
  - Let players choose when they want to leave the game.

## Notes:

- This is a voluntary assignment that is worth extra credit.
- This is a difficult project for this point in the class. I want you to have a challenge that is beyond the exercises in the book but I don't want to push people into territory they are not ready for.
- Think about the scope of your methods, each method should perform only one task. You might have one public method that has three to five private methods serving it.
- Have fun with this and really show me what you can do!