Main

stored in moneyTotal

Given $500

Choose game — char stored in gameChosen — S

int sum = 0
int dealerSum = 0

Black Jack — B

Stored in deckNumber

Choose 1-8 Decks

this will be done on initialization or upon choosing to shuffle deck

create cards[13] representing cards. Order in array represents card type. Number represents amount of cards of that type. stored as 4*deckNumber

stored in betAmount

Choose bet amount — do while gameChosen = B

Draw Cards

Draw Cards

display "dealer has drawn [dealerSum]"

Declaring Winner — Yes

do sum or dealerSum = 21?

No

do while sum or dealerSum <21

When breaking out of loop

ask player to hold or draw another card

Hold — Declaring Winner

Draw — Draw Cards

Declaring Winner

bet, sum, dealerSum, moneyTotal pointer inputs

Declaring Winner

is sum = dealerSum? — Yes — display "Tied! You drew [sum] and the dealer drew [dealerSum]."

No

is (dealerSum = 21 or > sum) or (sum > 21)? — Yes — moneyTotal -= bet. display "Dealer wins! You lose $[bet]. Your new balance is [moneyTotal]." Beep() a happy tune

No

is (sum = 21 or > dealerSum) or (dealerSum > 21)? — Yes — moneyTotal += bet. display "Dealer wins! You win $[bet]. Your new balance is $[moneyTotal]." Beep() a sad tune

To text document, say blackjack, amount started with, amount bet, total balance.

If moneyTotal <=0, break

Ask player if they want to play blackjack again, switch game, or quit. If playing again, ask if they want to shuffle the deck.

Continue playing — gameChosen = B — Shuffle? — cards[] = fresh array

Change game — gameChosen = S

Quit — break, getchar, return 0

cards[], sum, and dealerSum pointer inputs

Draw Cards

repeat = 1; do while repeat == 1

srand() and rand() to make random number from 0-12. — store in drawnCard

is cards[drawnCard] > 0? — No — repeat = 1

Yes — repeat = 0

cards[drawnCard]--

You drew an Ace. Do you want it to count for 1 or 11? — drawnCard = choice - 1

if drawnCard = 0, give player choice

if 0<drawnCard<9 display "you drew a [drawnCard+1]"

else display "you drew a [jack, queen, or king]" — drawnCard = 9

sum += (drawnCard + 1)

repeat = 1; do while repeat == 1 and dealerSum < 16 — dealer will draw if his sum is less than 16

srand() and rand() to make random number from 0-12. — store in drawnCard

is cards[drawnCard] > 0? — No — repeat = 1

Yes — repeat = 0

cards[drawnCard]--

if drawnCard = 0, drawnCard = 10 — dealer will always choose to make ace 11

if 10<drawnCard<12, drawnCard = 9

dealerSum += (drawnCard + 1)

initialize num0, num1, num2

Slot Machine

Ask player how much to bet — do while gameChosen = S

num0,num1,num2 = 0

Slot Selection

moneyTotal -= bet

Display num0, num1, num2

are num0 and num1 the same? — No — Tell user they lost

Yes — are num0, num1, and num2 the same? — Yes — Tell user they won, moneyTotal += 2*bet

No — Tell user they break even, moneyTotal += bet

To text document, show "slots", money bet, win or loss, money after game

If moneyTotal <=0, break

Ask player if they want to keep playing, change game, or quit.

Continue playing — gameChosen = S

Change game — gameChosen = B

Quit — break, getchar, return 0

num0,num1,num2 pointer inputs

Slot Selection

use rand() to assign random numbers to num0, num1, and num2