**Title**

Blackjack

**Course**

CSC11

**Section**

48598

**Due Date**

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**Author**

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The game was simplified for this project in which, there are no suits and the cards have a value from 1 to 11. There is a user and a dealer, the dealer will always stay, and the user is given the option to hit or stay. If the person to come close to 21, without going over is the winner.

**Summary:**

During the creation of this project I used the companion website to this class, “thinkingeek” and the textbook. The rand function was used throughout the program, in order to give the user and the dealer a random card. Different branching concepts were used in order to translate the code from C++ to assembly.

**Code Specifications:**

**Lines of Code:**

**Comment Lines:**

**Blank Lines:**

**Total Lines of Source Files:**

**Number of Variables:**

**Variables Used:**