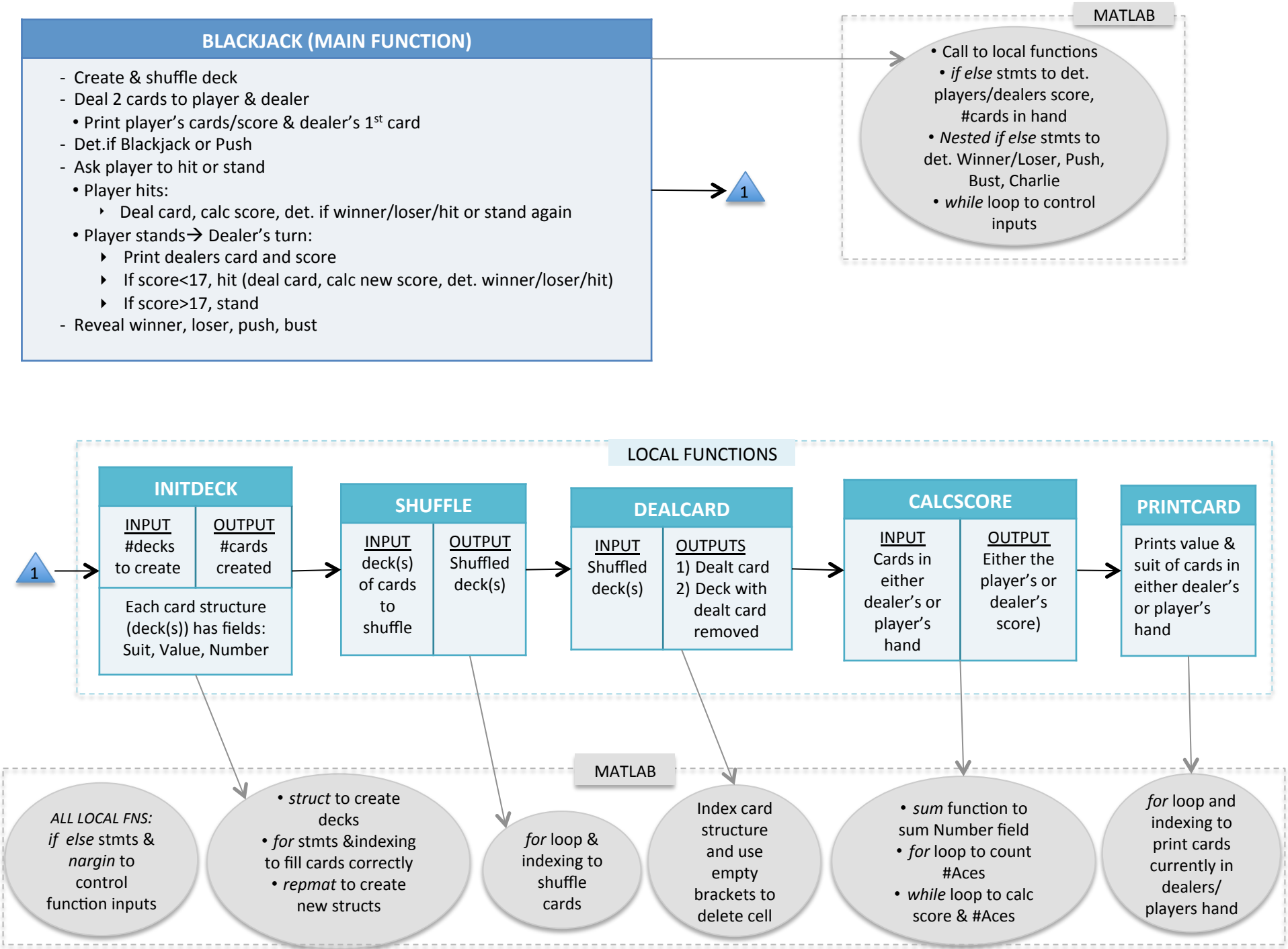
BLACKJACK (MAIN FUNCTION)
- Create & shuffle deck
- Deal 2 cards to player & dealer
• Print player's cards/score & dealer's 1st card
- Det.if Blackjack or Push
- Ask player to hit or stand
• Player hits:
‣ Deal card, calc score, det. if winner/loser/hit or stand again
• Player stands→ Dealer's turn:
‣ Print dealers card and score
‣ If score<17, hit (deal card, calc new score, det. winner/loser/hit)
‣ If score>17, stand
- Reveal winner, loser, push, bust
1
MATLAB
• Call to local functions
• if else stmts to det. players/dealers score, #cards in hand
• Nested if else stmts to det. Winner/Loser, Push, Bust, Charlie
• while loop to control inputs
1
LOCAL FUNCTIONS
INITDECK
INPUT #decks to create
OUTPUT #cards created
Each card structure (deck(s)) has fields: Suit, Value, Number
SHUFFLE
INPUT deck(s) of cards to shuffle
OUTPUT Shuffled deck(s)
DEALCARD
INPUT Shuffled deck(s)
OUTPUTS 1) Dealt card 2) Deck with dealt card removed
CALCSCORE
INPUT Cards in either dealer's or player's hand
OUTPUT Either the player's or dealer's score)
PRINTCARD
Prints value & suit of cards in either dealer's or player's hand
MATLAB
ALL LOCAL FNS: if else stmts & nargin to control function inputs
• struct to create decks
• for stmts &indexing to fill cards correctly
• repmat to create new structs
for loop & indexing to shuffle cards
Index card structure and use empty brackets to delete cell
• sum function to sum Number field
• for loop to count #Aces
• while loop to calc score & #Aces
for loop and indexing to print cards currently in dealers/ players hand