```python
import random


def deal_card():
    """Return a random card from the deck."""
    cards = [11, 2, 3, 4, 5, 6, 7, 8, 9, 10, 10, 10, 10]
    return random.choice(cards)



def calculate_score(cards_list):
    """Take a list of cards and returns the total of cards."""
    total = sum(cards_list)
    if total == 21 and len(cards_list) == 2:
        return 0
    if 11 in cards_list and total > 21:
        cards_list.remove(11)
        cards_list.append(1)
    return total
```

```
while not is_game_over:
    user_score = calculate_score(user_cards)
    computer_score = calculate_score(computer_cards)
    print(f"Your cards: {user_cards}, current score: {user_score}")
    print(f"Computer's first  card: {computer_cards[0]}")

    if user_score == 0 and computer_score == 0 and user_score >21:
        is_game_over = True
    else:
        user_should_deal = input("Type 'y' to get another card, type 'n' to pass: ")
        if user_should_deal == "y":
            user_cards.append(deal_card())
        else:
            is_game_over = True


while computer_score !=0 and computer_score < 17:
    computer_cards.append(deal_card())
    computer_score = calculate_score(computer_cards)

compare(user_score, computer_score)
```

```python
def compare(user_score, computer_score):
    if user_score == computer_score:
        return "Draw"
    elif computer_score == 0:
        return "Lose, opponent has Blackjack"
    elif user_score == 0:
        return "Won, you have Blsckjack"
    elif user_score > 21:
        return "You went over, you lose"
    elif computer_score > 21:
        return "Computer went over, you win"
    elif user_score > computer_score:
        return "You win"
    else:
        return "You lose"
user_cards = []
computer_cards = []
is_game_over = False

for _ in range(2):
    user_cards.append(deal_card())
    computer_cards.append(deal_card())
```

THANK YOU