**Blackjack Program**

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**4/10/19**

Blackjack was first introduced in the late 17th century in the Western part of Europe, specifically France and Spain. There is not a sole inventor that can take credit for the creation of the game. There is not a specific reason as to why the game was created, but many scholars imply that it was created to help pass time and it quickly evolved into a game of betting and gambling. Blackjack is a simple game. There is a deck of 52 cards, each player and the dealer are dealt 2 cards at the beginning of each hand. The object of the game is to get as close to a total of 21 as possible without going over. Before each game, players can bet a sum on the hand. Players will lose or gain the amount bet depending on how the dealer plays. There can be multiple players at each game, but the real opponent is the dealer. After the first deal of 2 cards, players can ask for another card to try and get their total closer to 21, this is commonly referred to as “hitting”. If a player goes over 21, they bust and lose whatever they bet to the dealer. In the coding implementation of the game, the user inputs the amount they wish to bet and are in turn dealt a hand. The user can then choose to “hit” or “stay” and depending on their total value compared to the dealer, they will either win or lose that hand. The game then outputs the winner or loser and the amount won or lost. After each hand, the user is asked if they would like to play again and the process repeats itself.