

# Algorithm

```
1  function f1_MouseClickHandler(event:MouseEvent):void
2  {
3      if (score > 21) {
4          lblstat.text = "Player one loses!";
5          casho -= 50;
6          casht += 100;
7      }else if (score > scoret) {
8          lblstat.text = "Player one wins!";
9          casho += 100;
10     }
11
12     if (scoret > 21) {
13         lblstat.text = "player two loses!";
14         casht -= 50;
15         casho += 100;
16     }else if (scoret > score) {
17         lblstat.text = "Player two wins!";
18         casht += 100;
19     }
20
21     if (scoret == score) {
22         lblstat.text = "The players have tied!";
23     }
24     lblco.text = casho;
25     lblct.text = casht;
26 }
```

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