Peace’s BlackJack Game

System.out.println(“These are the rules of the game.”);

System.out.println(“The goal is to get to a total of 21 without going over.”);

System.out.println(“The cards 2-10 in any face, along with the Jack, Queen, and King are worth 10”);

System.out.println(“The Ace can either be worth 1 or 11.”);

System.out.println(“If you get over 21, you lose”);

System.out.println(“If you hit 21, you win Blackjack”);

System.out.println(“Keep track of the cards because they will not repeat”);

1. Create a Deck of Cards constructor that says final DeckCards 52
2. Set up the scanner class so that it prompts the user to press enter to start the dealing
3. Run a for loop that deals the card

For (i = 0; i <= 10; i++);

1. If the card is worth <=10, System.print.out(“Deal Again”);
2. {Else, if the card totals from the first draw and the second draw ==21, System.print.out(“BlackJack. You are the winner!”);
3. {Else, If the card does not total <=21,

System.print.out(“Deal again”);

1. {Else, if the card totals ==21,

System.out.println(““BlackJack. You are the winner!”);

{Else,

System.out.println(“You lost. Better Luck next time”);