***Black Jack Pseudocode***

1. INIT constants:

* INIT deck

1. INIT state variables

* INIT turn (1 for player, player goes first)
* INIT dealer hand total
* INIT player hand total
* INIT a winner variable to represent two different possibilities – player or dealer won or a tie.

1. Upon pressing play, the app should:

* INIT state variables:
  + INIT who’s turn it is
  + INIT player hand total
  + INIT dealer hand total
  + INIT winner to null
* Render state variables
  + Render player and dealer cards
  + If winner has a value other than null (game still in progress)
  + If winner is equal to 'T' (tie), render a tie message.
  + Otherwise, render a message which player has won

1. Handle player clicking hit button

* When hit is clicked

DISPLAY a new card for player

IF player card total is ***greater than*** 21 immediately loses “BUST!”

ELSE

Player card total ***is*** 21 immediately wins “Black Jack!”

END IF

1. Handle player clicking hold button

* When hold is clicked
* End player turn and let dealer play

IF dealer card total is less than 17

DISPLAY (hit) new card for dealer

ELSE

dealer card total is ***greater than*** 21 dealer immediately loses “BUST!”

ELSE

Dealer card total ***is*** 21 dealer immediately wins

ELSE

Compare player and dealer card total closest to 21 wins

END IF

1. If the play button is clicked do steps

INIT state variables and render state variables