

Assignment 1: Blackjack

COMP603 - Program Design and Construction

Jassel Doong & Sander Engel Thilo

For our first assignment in the Program Design and Construction class, we have developed a simple version of the classic casino game Blackjack in Java, using JDK 11 and NetBeans 14. The program follows the standard rules of Blackjack, and is played in a CUI with a single player; the user, against a dealer, whose actions are controlled automatically by the program. It includes betting, the automatic dealing of hands, hidden dealer cards, hitting and standing, natural blackjacks, etc. However, the program is limited by the exclusion of splitting pairs and making side bets.

The program includes thirteen classes: Card.java, Hand.java, Deck.java, Person.java, Player.java, Dealer.java, Gamestate.java, Blackjack.java, InputHandler.java, OutputHandler.java, HandLog.java, GameLog.java, and Main.java. It uses File I/O to load the deck from a list of cards stored in a .txt file, and to save logs from each hand and game played in separate .json files.

Contribution of the project is split evenly between both members of the group, with each writing approximately half of the code.