

Samuel Barker

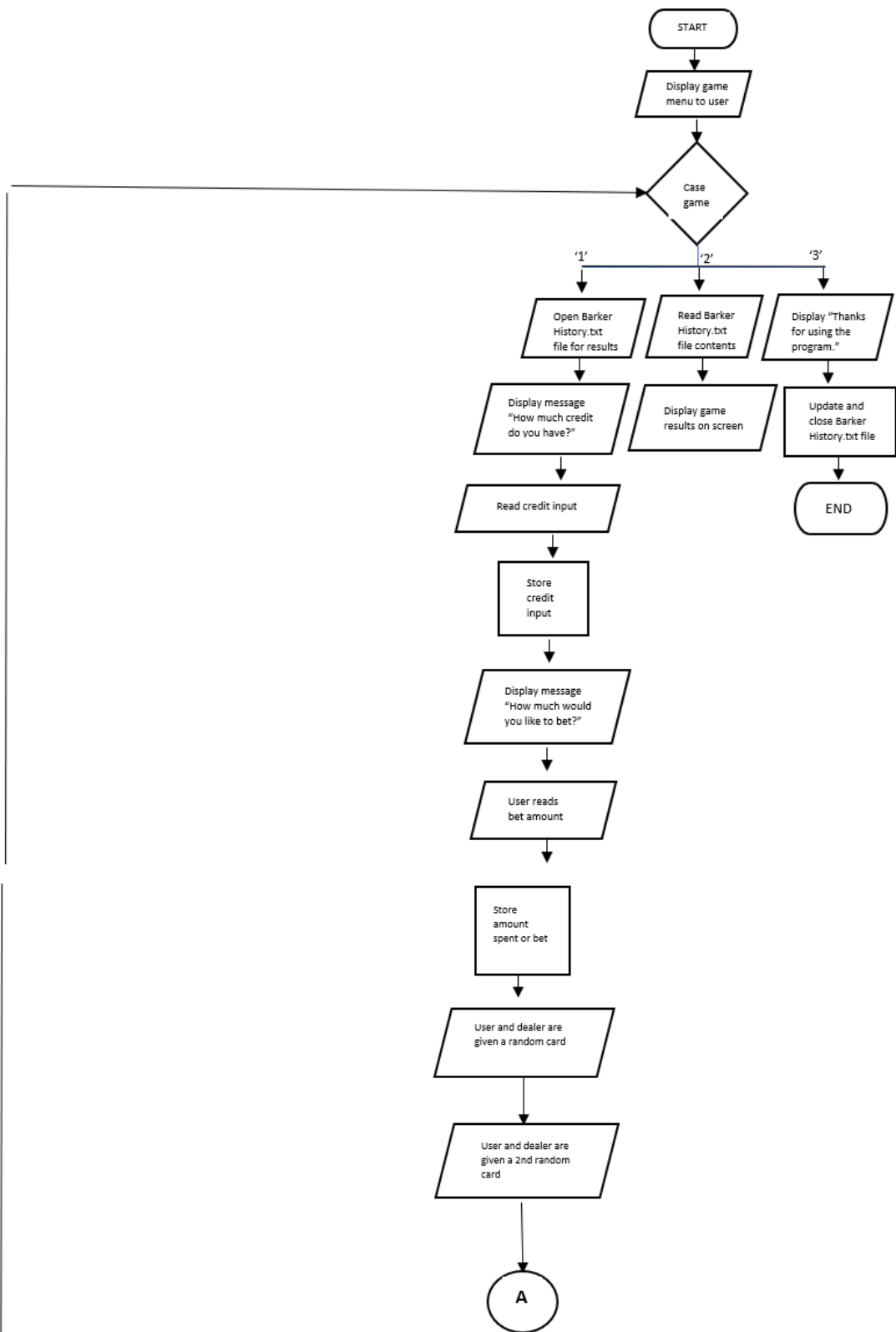
Sbarker1@my.athens.edu

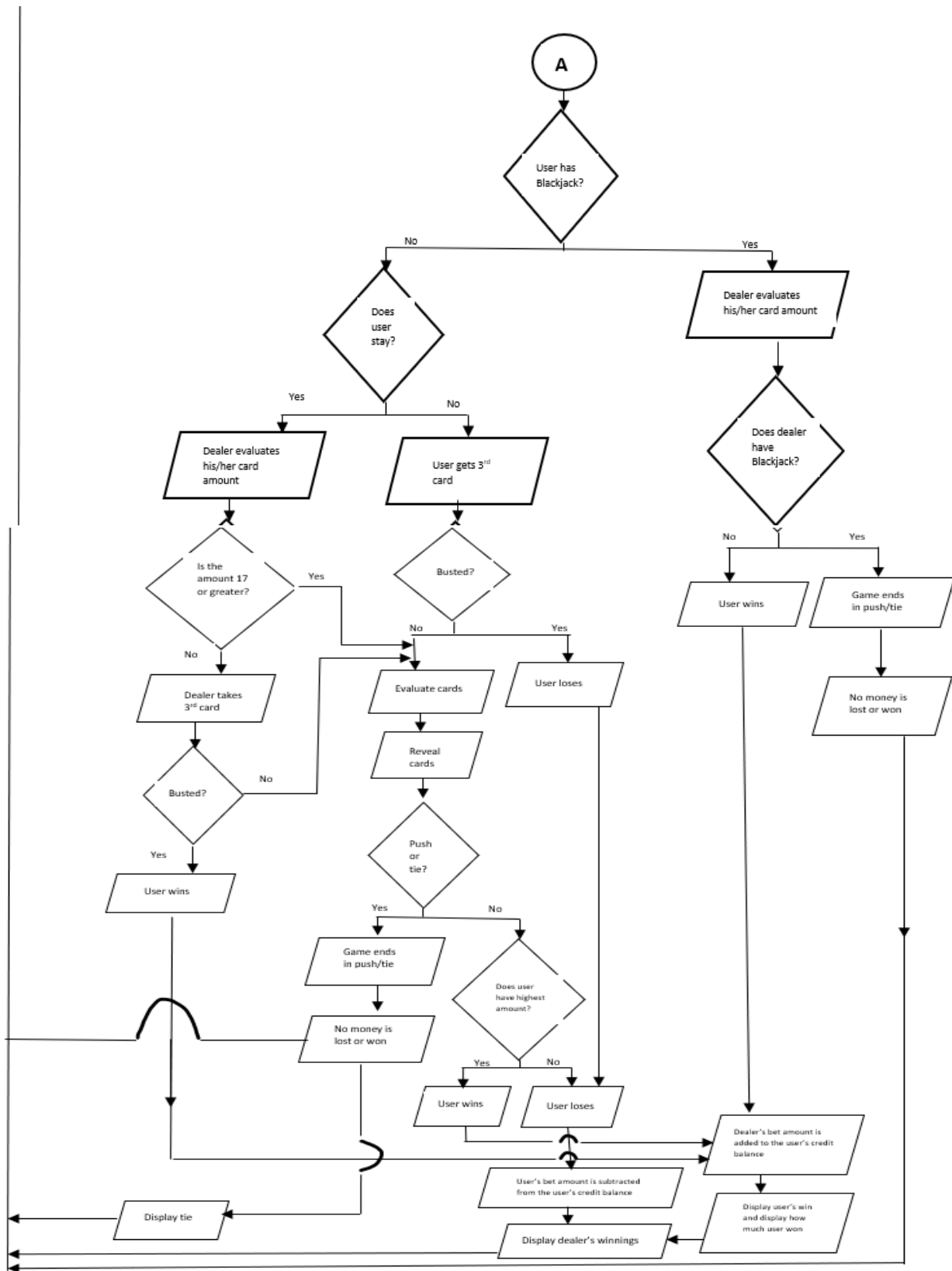
00100768

Project 2

Project 2 Blackjack Flowchart:

Full Flowchart starts on next page





## Project 2 Blackjack Code Results:

Welcome menu:

```
Welcome to the blackjack program!
-----
Type 1 to play
Type 2 to view your game history
Type 3 to end the game
-----
█
```

If player plays again:

```
Your credit amount is: 150
Please enter a bet amount.
█
```

Instructions when pressing 1:

```
1
Please enter the amount of credit.
Note: You must enter at least $10 dollars to proceed further and play.
█
```

After typing credit amount, bet amount is asked (with limits):

```
Note: You must enter at least $10 dollars to proceed further and play.
80
Please enter a bet amount.
Note: You are allowed to enter a value minimum of $10 and a max of $150
█
```

If user does not enter valid amount, message will display, loop the program back, and ask the user for a valid answer:

```
Please enter a bet amount.
Note: You are allowed to enter a value minimum of $10 and a max of $150
2
Your bet must be over $10. Please enter a greater amount.
█
```

Program asks player to hit or stay:

```

Your total right now is 11
Would you like to hit or stay?
Press (1) for hit
press (2) for stay

```

One example when player wins and earns money:

```

Your first card is an A
Dealer draws a card to themself faced down.
Your second card is a J
The dealer's second card is: 2

The dealer's first card was an Q
You got a balckjack and won! the amount you won is $90

```

One full game example when player loses as well as lose their money:

```

Your first card is: 3
Dealer draws a card to themself faced down.
Your second card is 4
The dealer's second card is: 3

Your total right now is 7
Would you like to hit or stay?
Press (1) for hit
press (2) for stay
1
Your third card is 4
The dealer's first card was 8
The dealer has decided to hit.
The dealer's third card is an 8

The dealer won with a hand 19. You had hand of 11 You lost $20

```

If dealer gets blackjack, message will prompt and show how much the player lost:

```

The dealer got a Blackjack and won this game. You lost $80

```

When a tie (push) occurs:

```
It was a tie.  
There is no winner and no credits was lost. You get to keep $60
```

Case where there is a bust:

```
The dealer has decided to hit.  
The dealer's third card is an Q  
The hand the dealer had was 25 which is over 21, so they busted.  
You win. You won $120
```

```
The hand the dealer had was 22 which is over 21, so they busted.  
You win. You won $40
```

```
Your third card is 3  
The dealer's first card was 4  
The dealer has decided to hit.  
The dealer's third card is an A  
The hand you had was 23 which is over 21 and you busted, The dealer won. You lost $80
```

If player chooses to play again, current credit is printed:

```
Your credit amount is: 150  
Please enter a bet amount.
```

If player attempts to enter number that exceeds their own credit amount:

```
Your credit amount is: 30  
Please enter a bet amount.  
Note: You are allowed to enter a value minimum of $10 and a max of $150  
40  
Your bet exceeds the amount of money you have currently.
```

When typing 2 on menu, results appear:

Card 1	Card 2	Card 3	Bet	Dealer	W/L	Balance
8	10	-	20	18	T	80
7	2	-	30	17	L	50
4	A	9	20	20	L	30
8	6	-	15	17	L	15
9	J	4	10	23	L	5
4	10	9	20	17	L	150
6	A	-	20	22	W	170

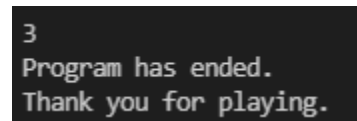
From BarkerHistory.txt file:



The screenshot shows a Notepad window with the title 'BarkerHistory - Notepad'. The menu bar includes 'File', 'Edit', and 'View'. The text content is a table with 7 columns: Card 1, Card 2, Card 3, Bet, Dealer, W/L, and Balance. The table contains 7 rows of data.

Card 1	Card 2	Card 3	Bet	Dealer	W/L	Balance
8	10	-	20	18	T	80
7	2	-	30	17	L	50
4	A	9	20	20	L	30
8	6	-	15	17	L	15
9	J	4	10	23	L	5
4	10	9	20	17	L	150
6	A	-	20	22	W	170

When player types 3, program ends:



The screenshot shows a terminal window with the following text:

```
3
Program has ended.
Thank you for playing.
```