Blackjack Game Implementation Instructions

1. Provide the user with "hit" and "stand" options (no betting is required).
2. Ensure that the user can easily understand the game status, including who is winning or losing and whose turn it is.
3. Enable the user to play multiple games.
4. Choose and implement a user-friendly UI.
5. Consider and implement the logic for the ace card.
6. Keep the CSS clean and organized.
7. Use three separate files for the implementation:
8. One for CSS
9. One for HTML
10. One for JavaScript
11. Use jQuery to interact with the DOM.
12. If you use multiple lines of code from any online sources (such as code snippets, articles, tutorials, AI tools, etc.), add a comment citing the source. Copying code without attribution will disqualify you.