

The Game

Standard blackjack is played and the moves allowed are Deal, Hit, Stand, Split, and Surrender(only before second move).

Structure of the directory

There are three folders: two folders (**Blackjack_Curses** and **Blackjack_Unicode**) contain .py files created for Python 2.7. Folder 3 (**Executable**) contains a windows executable application.

1. Blackjack_Unicode
 - The main program is in the file **Blackjack_Main.py**.
 - This program runs in the console with a wide range of Unicode characters enabled. If you do not have a terminal with those characters enabled then you can run the program in Blackjack_Curses folder. (The Unicode program is fun to play on, it plays on ur console and feels light)
2. Blackjack_Curses:
 - The main program is in the file **Blackjack_Main.py**.
 - It opens up a terminal and uses the library curses. Please install curses to run
3. Contains an executable for which the program is in Blackjack _ Curses folder

Structure of the program

Both the blackjack_unicode and blackjack_curses have the same structure with subtle differences. They call libraries that have the Player types, TableAndMoves, and Cards. The curses program also calls a library "Screen Functions" Please see the diagram below.

