FOOP BlackJack

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- How to play (detail rule):
 - (0) The rules are same as the web said.
 - (1) Double: Players can doDouble anytime they like.
 - (2) Split & Double: Players can't double the splitting hand, but original hand is allowed.
 - (3) Deck: Open a new Deck when there is no card in the deck.
- The player's strategy that you implemented

I reference this web http://goo.gl/P8H6pL

• Design of class structures and reason:

Casino: I use it to set the background and we can easy to add or delete games.

-Game-

BlackJack:

Deck - This is a Poker Game

Dealer - DealerOpen & Closed

CurrentTable - To let Everyone knows which cards are shown.

CurrentClosed - To record the cards that not be seen.

Player - There must be player in the game. Teacher also tell us to make one

Record: Something to record the Player's action.

• How to test:

For teacher gives us, I read the document and test by myself, to know how to use them correctly.

For what I do, I check them by testing every possible instance.

• Output:

```
KevindeMacBook-Pro:hw4 kevin$ make run
java -cp lib/:bin/ foop.Casino 20 1000 PlayerB00201011
PlayerB00201011 PlayerB03204030
**** Welcome to P00Casino ****
 **** Let's play BlackJack ****

**** Round1 ****
Dealer Get : D9 DQ
Player0 Get : S9 C3 H6
Player1 Get : H10 H5
                              Chips:
                               Chips: 997.0
                               Chips: 1005.0
Player2 Get : DJ SQ
Player3 Get : C2 CA D8 Chips: 1003
 **** Round2
Dealer Get : D6 S<mark>4 C7</mark>
PlayerO Get : D3 DA C4 Chips: 1005.0 // Double
Player1 Get : S3 S6 S2 S7
                                    Chips: 1000.0
Player2 Get : S5 H3 CQ Chips: 1010.0
                              Chips: 1000.0
Player3 Get : H4 SJ
 **** Round3 ****
Dealer Get : D5 D7 C5
Player0 Get : C9 HA
                               Chips: 1010.0
Player1 Get : D4 C10
                               Chips: 997.0
Player2 Get : H9 C6
                               Chips: 1005.0
Player3 Get : S8 SA
                               Chips: 1003.0
**** Round4
Dealer Get : H2 D10 HJ
Player0 Get : H8 S10
Player1 Get : H7 HQ
                              Chips: 1015.0
Chips: 1000.0
Chips: 1010.0
Player2 Get :
Player3 Get :
                 CJ HJ
                : D2 C8 D3 H5
                                    Chips:
**** Round5
Dealer Get : C2 H7 H8
Player0 Get : C5 S4 C3 H3
                                     Chips: 1010.0
                              Chips: 1003.0
Chips: 1005.0
Player1 Get : CQ S8
Player2 Get : DQ S3
Player3 Get : D5 C9
**** Round6 ****
                               Chips: 1003.0
Dealer Get : S5 C4 CA
Player0 Get : H2 D6 DA Chips: 1005.0
Player1 Get : S6 H10
                               Chips: 1000.0
Player2 Get : D2 C7 SA Chips: 1005.0
                                                 // Double
Player3 Get : CJ D4
**** Round7 ****
                              Chips: 1000.0
**** Round7
Dealer Get : D10 C10
Player0 Get : H4 C6 D9
                              Chips: 1000.0
Player1 Get : SQ SJ
                               Chips: 1000.0
                              Chips: 1000.0
Chips: 997.0
Player2 Get : D7 HQ
Player3 Get : C8 S10
**** Round8 ****
**** Round8
**** Rounus

Dealer Get : S7 H10

Player0 Get : D8 S2 SQ Chips: 1010.0 // Double

Player1 Get : H6 S9 Chips: 997.0
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```
Player2 Get : DJ HA
Player3 Get : H9 <u>S</u>4
                              Chips: 1007.5
                             Chips: 994.0
    * Round9 ****
Dealer Get : S2 C5 DA
Player0 Get : C10 HQ
                              Chips: 1015.0
Player1 Get : D8 H7
                             Chips: 994.0
Player2 Get : D2 CQ D5 Chips: 1002.5
Player3 Get: S7 C6 S5 Chips: 994.0
**** Round10 ****
Dealer Get : DJ CJ
Player0 Get : H4 H9 D9 Chips: 1010.0
Player1 Get : SJ DQ
                             Chips: 994.0
Player2 Get : D6 H6 D4 D10 Chips: 997.5
Player3 Get : C9 H2 HJ Chips: 997.0
**** Round11 ****
Dealer Get : SA C7
Player0 Get : S10 C4 C3 Chips: 1005.0
Player1 Get : S8 H3 CA H5 Chips: 991.0
Player2 Get : C2 C8 S9 Chips: 1002.5
Player3 Get : S3 D7 S6 Chips: 991.0
: D3 H8 HA DQ
**** Round12 ****
Dealer Get : HJ C4 S7
Player0 Get : HA H9
                              Chips: 1000.0
Player1 Get : S10 H6
Player2 Get : C9 SQ
                             Chips: 988.0
Chips: 997.5
Player3 Get : D7 D5 C2 Chips: 988.0
**** Round13 ***
Dealer Get : C10 D9
Player0 Get : H3 C8 D4 Chips:
                                      990.0
                                               // Double
Player1 Get : SJ D3 D6 Chips: 988.0
Player2 Get : CA D2 C7 Chips: 1002.5
Player3 Get : D10 HQ Chips: 991.0
**** Round14 ****
Dealer Get : S9 H8
Player0 Get : SA H2 H5 Chips: 995.0
Player1 Get : C5 S6 S8 Chips: 991.0
Player2 Get : H4 D8 S2 S5 Chips: 1007.5
Player3 Get : H10 CQ Chips: 994.0
**** Round15 ****
Dealer Get : H7 C3 DA
Player0 Get : S4 DJ S5 Chips: 990.0
Player1 Get : C6 CJ Chips: 988.0
Player2 Get : DA C3 D5 Chips: 1002.5
Player3 Get : S3 S9 HA Chips: 988.0
                 H3 C4 H6
**** Round16 ****
Dealer Get : C9 CQ
Player0 Get : S3 C5 SA Chips: 990.0
Player1 Get : D9 D4 CJ Chips: 985.0
Player2 Get : H8 H5 C10 Chips: 997.5
Player3 Get : C7 C6 D6 Chips: 988.0
**** Round17 ****
Dealer Get : H2 H10 S4 D7
Player0 Get : S10 D3
                              Chips: 995.0
Player1 Get : D10 SQ
                              Chips: 988.0
Player2 Get : HJ H9
                              Chips: 1002.5
Player3 Get : C8 SJ
                              Chips: 991.0
**** Round18 ****
Dealer Get : H4 S6 HQ
Player0 Get : D2 CA
                              Chips: 990.0
Player1 Get : DQ DJ
                              Chips: 988.0
Player2 Get : D8 S7
                             Chips: 997.5
```

• Bonus:

I create the doc to see the structure of my program.