***California State University, Long Beach***

**CECS 282** *C++ for Java Programmers*

Final Project: Blackjack Slot Machine

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Introduction

The purpose of this program is to simulate a Blackjack Slot Machine. The user is prompted for an account number and the amount of money to bet. Two user cards will then be selected randomly and will be shown to the user. Another two cards will be randomly selected for the dealer’s hand. The program will display the value of the user’s cards and will prompt one of the following actions: hit, stand, or split. If the value of the user’s cards is less than or equal to 21 and worth more than the dealer’s, the user receives double the betted amount. If the values of the cards are the same, there is a tie and the money is split. Otherwise, the user wins nothing. The user can choose to continue playing after each hand.