OpenAI Gym: BlackjackEnv

In this lesson, you will write code to teach an agent to play Blackjack.

Source: https://www.blackjackinfo.com/img/2-card-21.png

Please read about the game of Blackjack in Example 5.1 of the [textbook](#).

When you have finished, please review the corresponding [GitHub file](#), by reading the commented block in the BlackjackEnv class. (*While you do **not** need to understand how all of the code works, please read the commented block that explains the dynamics of the environment.*) For clarity, we have also pasted the description of the environment below:

```
    """Simple blackjack environment

    Blackjack is a card game where the goal is to obtain cards that sum to as
```