## **Backjack**

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## **Description**

In this assignment you are to code the well known casino game Blackjack.  
The goal of a Blackjack hand is to beat the dealer. To do this you need a hand that scores higher than the dealer’s hand but doesn’t exceed the total value of 21.  
Alternatively you can win when you have a hand that is less than 22 and the dealers hand exceeds 21.

## **Specification requirements**

List the requirements of how a Blackjack game should work and how it should be developed (list classes, program elements, etc) in “kravspecifikation”.

**Program Blackjack Game**

Build the code for a Blackjack game.

Suggestion: Any free programming language available on the internet

**Demo Blackjack Game**

Demonstration of Blackjack just built.

Suggestion: Run the program built in live mode

**Rules of the game:**

<https://www.pokerstars.dk/casino/how-to-play/blackjack/rules/>

<https://www.wikihow.com/Play-Blackjack>