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Software Development I

April 3, 2019

Blackjack: A Java Program

For my java project, I will be trying to create a program that runs a game of blackjack. There will be 4 different classes: One class to represent the deck, one class to represent the individual cards, one class for the hand the player will use, and the final class for running the actual game. The main purpose of the deck class is so that all of the cards will be shuffled together, making sure that each instance of the game is unique. All of the card names and values will be inserted into two arrays, most likely to be put in the Card class. The game will be able to display which specific card the player has, such as an ace of spades or a ten of clubs, rather than simply giving them values that add up to 21. The hand class is mostly created to help add, remove, clear out, and create a new hand for both the player and the dealer. In the main class, there will be a score system based around money, as the player starts out with a certain amount of money every time, and can bet however much they want each game. The player can leave the program at any time to keep their winnings, but if they continue to play and lose all of their money, the program will end itself, telling the player that they lost. I also want the program to tell the player the total number they would currently have. For example, if the player's hand is displayed to show that they have a nine of hearts and a 4 of spades, the game will tell them that their current score is 14. This is to help make it easier and quicker for the player to decide whether to stay with their current hand, or risk picking up another card to beat the dealer. I am a

big fan of card games, and this does not seem like too complicated of a card game to simulate in java.