

```
BEGIN

//Initialize settings in $_SESSION and database

//IF continue to roll dices THEN

// Call playRoll

//ELSE

// Call playComputer

// Call viewResult

//END IF

END
```

```
protected function initSessionGame21(): void
{
    //Initialize settings in $_SESSION for game21
}
```

```
protected function clearSessionGame21(): void
{
    //Clear Session
    //Truncate History table
    //Update Settings table
}
```

```
public function getWinner(): string
{
    //IF Your Points == 21
    // Return 'You'
    //ELSEIF Your Points > 21
    // Return 'Computer'
    //ELSEIF Computer Points == 21
```

```

        // Return 'Computer'
        //ELSEIF Computer Points > 21
        // Return 'You'
        //ELSEIF Your points > Computer points
        // Return 'You'
        //END IF
    }

```

```

public function playRoll(): View
{
    //Create DiceHand object
    //Call roll of DiceHand
    //Call getLastRollImages to get dice images
    //Call checkYourPoints
}

```

```

public function playComputer(): View
{
    //Call rand to randomize computer points between 16 and 32
    //Call setPoints to set computer's points
}

```

```

public function viewResult(): View
{
    //Call getWinner
    //Call saveHighScore
    //Call updateBalance
    //Call updateHistory
}

```