Objectives:

* Creating Dictionaries and Sets & Object Serialization

Please submit screenshots of output this document for grading when completed.

**GitHub URL:**

1. **Blackjack Simulation**

Previously in this chapter you saw the card\_dealer.py program that simulates cards being

dealt from a deck. Enhance the program so it simulates a simplified version of the game of

Blackjack between two virtual players. The cards have the following values:

• Numeric cards are assigned the value they have printed on them. For example, the value

of the 2 of spades is 2, and the value of the 5 of diamonds is 5.

• Jacks, queens, and kings are valued at 10.

• Aces are valued at 1 or 11, depending on the player’s choice.

The program should deal cards to each player until one player’s hand is worth more than

21 points. When that happens, the other player is the winner. (It is possible that both players’

hands will simultaneously exceed 21 points, in which case neither player wins.) The

program should repeat until all the cards have been dealt from the deck.

If a player is dealt an ace, the program should decide the value of the card according to the

following rule: The ace will be worth 11 points, unless that makes the player’s hand exceed

21 points. In that case, the ace will be worth 1 point.

1. **Pickled Vegetables**

Write a program that keeps vegetable names and prices in a dictionary as key-value pairs.

The program should display a menu that lets the user see a list of all vegetables and their

prices, add a new vegetable and price, change the price of an existing vegetable, and delete

an existing vegetable and price. The program should pickle the dictionary and save it to a

file called vegetables.dat when the user exits the program. Each time the program starts,

it should retrieve the dictionary from the file and unpickle it.

**Submit this document to Module 7 homework.**