Blackjack

Project 1

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**Introduction**

Title: Blackjack

This is a pretty well known casino game.   
The game begins with the dealer dealing two cards to the player and itself. The objective of the game is to either match 21, or to beat the dealer by getting a number closest to 21.

Ex: if the player has 20 and the dealer has 19 then it is a win on the player.

If the player or dealer exceeds 21, then it is an automatic lose for the player.

**Summary**

Project size: about 260 lines.

The number of variables: around 15.

For this project, I used methods beyond what the book has taught us so far. I used time loops and other things, but for the most part I stayed with what I know so far.

It took me a couple of days to get this project done. A lot of the challenges from this project was just the constant fails and redo’s I had to do. I sometimes looked for answers on YouTube, but a lot of tutorials were either too advanced or too complicated for me. I had my brother look over a couple of my lines to see if I could improve what I had and it helped a lot since he has more experience on this than I do.

This specific game seemed easy for me in the beginning. At first, I thought it was just giving each card a specific individual value, but that was taking too long. For example, I wanted the 2 of clubs to be 2C and the 3 of clubs to be 3C. I was planning on doing that for every single card, but that’s when my brother told me that I could just set the highest number to 52 making a deck of cards.

Something I would like to add if possible is the actual symbols for the cards and make the output more appealing. Right now it looks a little plain, but it shouldn’t be too much to add a couple of lines for the symbols, but as of right now, I would need to research that a little bit more if it is even possible.

Another thing that this project showed me was to be aware of what I am typing. I had a bunch of errors that I kept ignoring and it was because I had a typo on what I wanted to name a variable from the very start. That’s something I need to be looking out for more as I’m getting ready for the next project.