Program Report

All functions have been implemented as required and bug free. Game records save in proj1.txt

Option implemented:

A be can be treat as either 11 or 1.

If not bust, it will treat as 11.

Otherwise it will be treat as 1.

Implemented functions:

1. char getachar(void) – get a keyboard input, return a character
2. int dealing(void); - random dealing card from 1 to 13, return an integer
3. char \*convert\_card(int); - convert an integer to string, return a string
4. void play(int\*, int, int\*); -play functions includes player round , dealer round and judge round. Return void
5. int fix\_card(int); - fix card greater than 10 to 10, return an integer
6. void end(int, int\*); - write game record and reaming bankroll in proj1.txt file. Return void
7. void begin(int\*, int\*); - read game record and reaming bankroll in proj1.txt file. Return void