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Section F

Blackjack

Description:

The user plays a game of blackjack against the computer. The player plays continuously and the program will keep track of their scores until they choose to quit. The user will start off with a set amount of money and can gamble a chosen amount each round.

Data Description: (- indicates a member is private)

class Card

- int number;
 - string suit;
 - string name;
- ```
Card();
Card(number, suit);
setSuit(string);
setNumber(int);
setName(char);
getSuit();
getNumber();
getName();
```

#### class Player

- ```
- int money;  
addCard(Card);  
handValue();  
Hand hand;  
Player(Card, Card);
```

class Hand

- ```
- int currentCardAmount;
- int handValue;
- Card[] hand;
addCard(Card);
handValue();
```

#### class Deck

- ```
- Card[] deck;  
- int positionInDeck;  
printDeck();  
Deck();  
setDeck();  
shuffleDeck();  
drawCard();
```

class Dealer

- ```
Dealer(Card, Card);
```

### Procedural Description:

- Amount of money player has
- Shows the hand
- Gives option to hit hand is complete
- Evaluates result and appropriates money
- Records results in external file
- Ask user to continue

### Special needs or Concerns:

None