**Assignment #6 - Blackjack**

Create a blackjack game.

Game Rules:

- Ties go to the dealer.
- Player closest to 21 without going over is declared the winner.
- Card values will range from 1-11.

The form should display a black jack game between a Player and a Dealer.

When a *PLAY* button is clicked the program will deal two cards to the Player and one card to the dealer. (note: the card dealt to the dealer is for cosmetic purposes only - its value will not be used)

The Player should have room for 5 cards - only 2 of these cards should be visible when the game begins. The dealer's hand should appear as the screen shot suggests – only one of the cards displaying a value

Randomly generated numbers between 1 and 11 will be used to represent the values found in a deck of cards. A random number should be generated and displayed in all visible cards when the game begins. The Player's total should be displayed. The Dealer's total will only be visible at the end of the game after the user has clicked the HOLD button. A winner is then declared.

When playing the game, the user will have a choice of two buttons:

**Hit Button** - the player will receive another card. The next available card will be made visible and a randomly generated number will be displayed (remember to update the Player's total).

or

**Hold Button** - the player will not receive a card. The player's total should be compared   with the dealer's total to determine a winner. The Dealer's total will be determined by a randomly generated number (from 15 to 23). The dealer's total will now be displayed along with a winner declaration.

Extra credit: include a scoreboard. Allow the Player to enter a bet (determine the amount each game will be worth). Use a textbox to prompt the user for his/her bet. If the Player wins, the amount of the bet is added to the scoreboard, if the Player uses, it will be subtracted.

Write out the psuedo code for determining where to place the next card when the user clicks the HIT button.

Hint: When a variable is declared, it is initialized to 0. After the cards are dealt card1 and card2 will have values other than 0 stored in them while card3, card4 and card5 will have values equal to zero.

The **Deal Cards button** deals two cards to the Player and one to the Dealer. The Player's total is displayed.
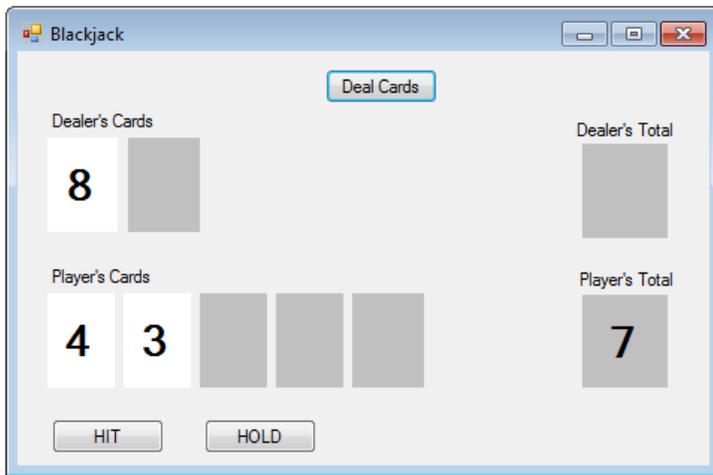


The **HIT button** deals an additional card to the player. The play can get up to 5 cards. The cards should not be visible until it is dealt. The updated total is displayed.



When the **HOLD button** is clicked, the Dealer's total is displayed and a winner should be declared.