Program Description: BLACKJACK

The program (BLACKJACK) was created using MATLAB software. In this digital game, each player and the “dealer” are dealt 2 cards. The object of BLACKJACK is to acquire cards whose values sum to 21 or closer to 21 than one’s opponents. On the player’s turn, the player chooses to ask for another card (“hit”) or “stay” with the cards already dealt. If the player’s card values add up to more than 21, the player “busts” and loses the game. Once all players have decided to stay (or busted), the player with the card value equal to or closest to 21 (without exceeding 21) is declared the winner.

I. Variable Names: Uses

-CardDeck, ShuffleDeck, deckPos, hit, figure(1), figure(2)
-p1aceCounter, player1Hand, player1Total, p1HandPos
-p2aceCounter, player2Hand, player2Total, p2HandPos
-dealAceCounter, dealerHand, dealerTotal, dealHandPos

II. Provided MATLAB game commands used: Short descriptions

-while loop
    +used for the whole program in order to make the game repeatable once finished
-if & else-if loop
    +used to compare the player's cards against the dealer's card and to determine who wins the round/game
-fprintf
    +tell the users playing the game the instructions and also the results of the round/game

III. References:

-Only references used were from Carmen page