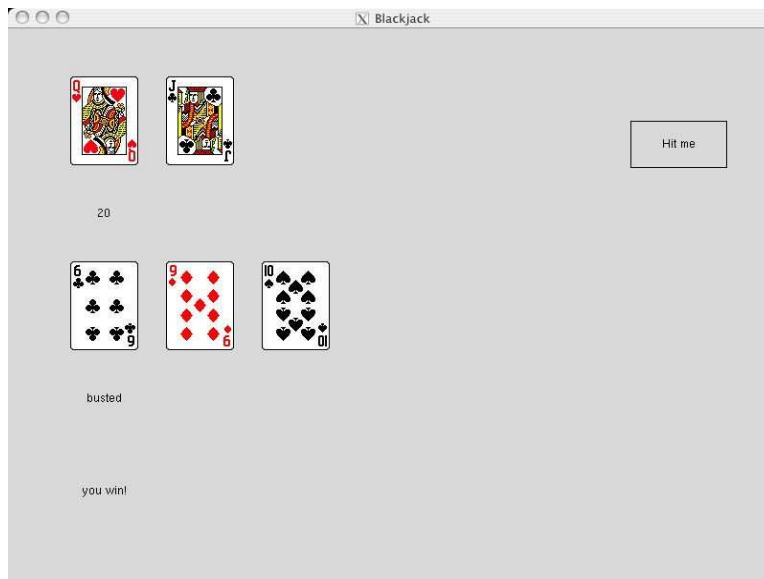


CS160 Lab 6 Fall 2006

Blackjack

Due Wednesday 11/15/2006 at 12:01AM

Use the same `CardDeck` class and card images we used in the previous lab assignment. Create a file named `blackjack.py`. The program should open a window, deal two cards for the player and one card for the dealer. Display the player cards in a row across the top and the dealer cards in a row underneath the player cards. Display the values of the blackjack hand for the player and the dealer underneath their row of cards. Modify the `get_card_info` function you wrote in the previous lab so it returns the blackjack value of the card and the filename of the card. Aces count as 11, the Jack, Queen, and King count as 10 and the other cards count as their numeric value. You will also want to use the `draw_card` function I wrote for the previous lab. Draw a rectangle with the words "hit me" inside the rectangle on the right side of the screen. Each time you click inside the rectangle, it should deal another card to the player and update their score on the screen. If you click outside the rectangle or go over 21, the program must stop dealing cards to the player. If the player goes over 21, the program must indicate the player "busted". If the player did not go over 21, the dealer must keep getting cards (display the cards and update the dealer's score in the window) until the dealer has at least 16. Once the dealer is done getting cards, the program must indicate who won (the total closer to 21 without going over 21) on the screen below the dealer's score. The program must then wait for a final mouse click before closing the window. Below is a picture of the window after the game is over.



For 5 bonus points, allow aces to count for 1 point (whenever counting them as 11 would put the total over 21).

Once you have completed and tested your program, submit it by sending the `blackjack.py` file as an attachment to `dreed@capital.edu` with the subject CS160ATT.

The lab will be graded using the following point distribution:

Correctness	80
Style/Readability and Documentation	20