# Blackjack

* Set up variables for the player score, the dealer score
* Deal two cards to each (use a random number)
* Make a variable called end\_the\_game and set it equal to False
* Make a loop that only runs while end\_the\_game is False (i.e. the game has not ended)
  + Inside the loop, get input from the player to ask what he wants to do
  + If his input was “stick”
    - print out his total and the dealer’s total
    - check who has won and print it
    - end the game
  + If his input was “hit”:
    - draw him a new card and add it to his total
    - check if he has bust
      * if so the game ends and he loses, if not print his new total
    - if he didn’t bust,
      * if the dealer draws (only when he is on <17)
        + Give him a new card
      * if the dealer is bust
        + the game ends and the player wins