# 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