COP 2930 - Introduction to Computing
Functions 3 or 4 - Suggested Exercises

Objectives:
1. Practice editing and using pre-existing code.
2. Practice writing new functions.
3. Practice calling functions.

1) In class a blackjack game with 1 player was added to the casino program where a user won if they got 17 or more points and lost otherwise. Use any of the code from this portion of the casino program to write a new program that allows the user to play against a computer player. The computer player should do what a dealer always does: hit if the current score is 16 or less and stay if the current score is 17 or more. Let the user play first and finish their score, followed by the computer. Then, print the result of who one, the user or the computer, or that the game was a tie.

2) Update blackjack so the first Ace can count as 1 or 11 and the user doesn't have to select immediately. To do this, you'll need an extra variable or two. This edit is quite tricky actually, so don't feel bad if you have trouble with it.

3) Relatively little error checking is done in the casino3 program. Run it and try to break it (within reason) and then add error checking to fix the issues that you uncovered.