



Busted!

Player 1
Cards:
Total: 0

Draw CardStop

Player 2
Cards:
Total: 0

Mess around with the simulator. Can you understand how the game works?

Game Play

Player 1 draws cards and decides when to stop. If (s)he draws a total more than 21, (s)he is bust and can't win.

Then Player 2 draws cards and decides when to stop. If both players are bust, nobody wins. Otherwise the player with a total closest to 21 is the winner. If both players have the same score, it's a draw.

Task 1

Paste the starter code into your IDE and run the code. Answer these questions.

How many global variables are there?	
How many lines of code are in the <code>main()</code> function?	
The <code>play_game()</code> function calls the <code>getPlayerName()</code> function. What datatype does this function return?	
How many times is <code>getPlayerName()</code> called in the program?	
The <code>player_turn()</code> function draws a card and adds its value to the total. Write down the line of code which sums the current total with the card's value.	
What is the purpose of the keyword break inside the loop?	

Task 2

When the `player_turn` function completes its task, it returns the player's score.

Both scores and both names are sent to another function, `determineWinner`.

Using sentences, explain the logic that `determineWinner` uses to determine the winner:

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Task 3

In the `player_turn` function after the program gets the player names, the function allows each player to play **10 times**. It sums the score of each individual player.

Once each player has completed their 10 turns, `determineWinner` is called as before and the total scores are evaluated.

Code this adaptation. **It is quite tricky!** Don't give up too soon!