

## Top-level functions called by main()

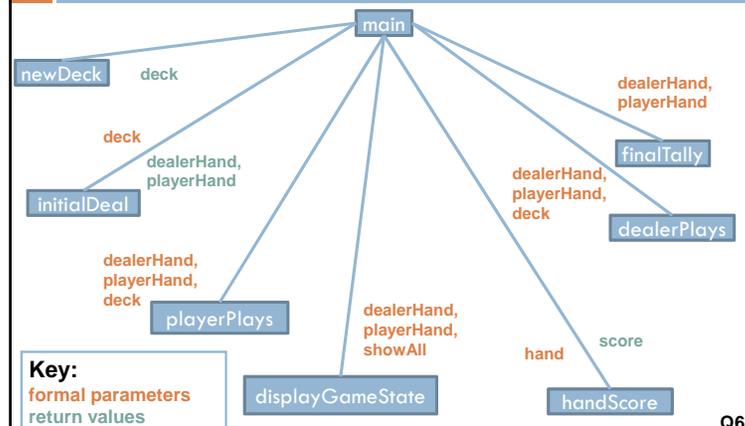
- `newDeck()`
  - ▣ Creates and returns a complete deck of cards
- `initialDeal(deck)`
  - ▣ deals cards from the deck to each player, returns the hands
- `displayGameState(playerHand, dealerHand, showAll)`
  - ▣ shows visible cards and player's scores. `showAll` is boolean
- `playerPlays(playerHand, dealerHand, deck)`
  - ▣ Allows player to choose hit or stay
- `dealerPlays(playerHand, dealerHand, deck)`
  - ▣ Dealer does hit or stay, based on the rules
- `finalTally(playerHand, dealerHand)`
  - ▣ Determines and displays who wins.

Q5

## Complete code for main()

```
def main():
    deck = newDeck()
    player, dealer = initialDeal(deck)
    displayGameState(player, dealer, False)
    playerPlays(player, dealer, deck)
    if handScore(player) > winningScore:
        print "BUSTED! You lose."
    else:
        print "Now Dealer will play ..."
        dealerPlays(player, dealer, deck)
        finalTally(player, dealer)
    displayGameState(player, dealer, True)
```

## Top-level Structure Diagram



Q6

## Some preliminary data values

```
# Define some constants used by many functions
suits = ['Clubs', 'Diamonds', 'Hearts', 'Spades']
cardNames = ['Ace', 'Deuce', '3', '4', '5',
             '6', '7', '8', '9', '10',
             'Jack', 'Queen', 'King']
winningScore = 21
dealerMustHoldScore = 16

# Card is represented by a list: [cardName, suit]
# Examples: ['Ace', 'Clubs'] or ['7', 'Diamonds']
# A hand or a deck is a list of cards.
```

Q7