Blackjack Game using Object Oriented Programming Methodology and Python

Abstract

In this paper, it has been described how to implement the Blackjack game using Object Oriented Programming in the programming language Python. Object oriented programming is a programming technique which involves dividing the program into classes which have attributes (data) and methods (functions). Objects are basically instances of classes. By using Object Oriented Programming one can get several benefits such as ease of maintainability and code reuse.

References

5. Webpage how to play blackjack by the website http://entertainment.howstuffworks.com/how-to-play-blackjack.htm

Index Terms

Computer Science
Parallel Computing

Keywords

Blackjack, Python, Object Oriented Principles.