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.