

Practice Assignment 2

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2022

Objective

Your goal with this assignment is to deal opening hands of blackjack from a shuffled stack of 4 decks of cards using R pseudo random number generation. Assume that the dealer has x players in front of them, where x is 2 more than the remainder of your student number divided by 4 (e.g. $2012345678/4$ has a remainder of 2, so would have $2+2$ players plus the dealer).

Details

Begin by creating a new R Markdown file in RStudio (File -> New File -> R Markdown). Save this file with a file name that includes your student number.

Visit <https://en.wikipedia.org/wiki/Blackjack> to see a description of how the hand is dealt.

Your submitted work must include the code that generates the hand as well as a neat description of the dealt hand, plus a plot of the hand that vaguely resembles the example (creativity is allowed).

Marks

40 marks for the code to generate and print the hand. Code neatness and elegance counts here (excessively messy code will lose marks).

30 marks for generally following instructions and getting the basic details right.

30 marks for generating a nice plot programmatically (minimal hard coding).

Up to 20 bonus marks for particularly nice work, like plotting the cards visually instead of with text.

Example

