

# COMP 9 Lab 3: Blackjack revisited, addendum

Due: Thursday, February 24th, 12:00 PM

February 16, 2011

## 1 Additions

In addition to the original assignment, please write a version of your `blackjack2.rb` (call it `blackjack_methods.rb`) that makes use of methods you write in order to simplify the program and remove redundant code.

## 2 Methods review

To write a method in the `kernel` namespace, make sure it appears above the code that uses it (ideally, at the beginning of the program but after the `#!/usr/bin/env ruby` line).

```
def hypotenuse(a,b)
  (a**2 + b**2)**0.5
end
```

Methods don't always need arguments:

```
def greeting
  puts "What's your name?"
  name = gets.chomp
  puts "Hello, #{name}, nice to meet you!"
end
```

Methods return the value of the last expression evaluated:

```
def is_even?(number)
  if number % 2 == 0
    true
  else
    false
  end
end
```

### 3 Extra credit clarification

If you choose to do the extra credit option of remembering the entire hand, you will receive this extra credit whether you do it with or without methods. My suggestion would be that you do it with methods, as it'll be less code and likely take you less time to write. It's up to you.

### 4 Handing in your solution

When you are satisfied with your program, submit it to be graded:

```
provide comp9 lab3 blackjack2.rb blackjack_methods.rb
```

If you've done the extra credit:

```
provide comp9 lab3 blackjack2.rb blackjack_methods.rb blackjack3.rb
```

Make sure to hand in your design sketch when you're done with it.