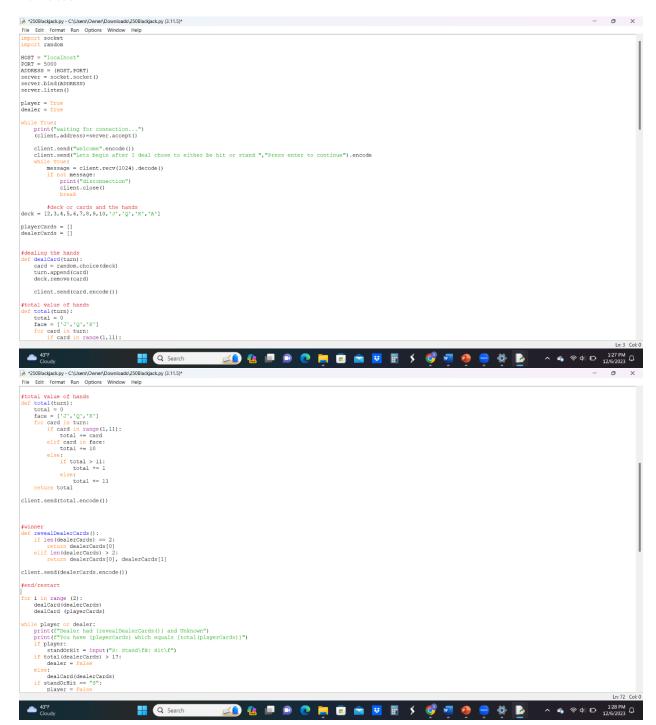
Python Socket Server and Client

Blackjack Card Game

Main Code



```
*250Blackjack.py - C:\Users\Owner\Downloads\250Blackjack.py (3.11.5)*
                                                                                                                                                                                                                                                                                                - n ×
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  while player or dealer:
    print(f"Dealer had (revealDealerCards()) and Unknown")
    print(f"You have (playerCards) which equals (total(playerCards))")
    if player:
     if player:
    standOrHit = input("S: Stand\fH: Hit\f")
    ft total(dealerCards) > 17:
        dealer = False
    else:
        dealCard(dealerCards)
    i StandOrHit == "S":
        player = False
    else:
      dealCard(playerCards)
if total(playerCards) >= 21:
       break
elif total(dealerCards) >= 21:
    break
                                                    erCards) for a total of (total(playerCards)) and the dealer has (dealerCards) for a total of (total(dealerCards))")
       print("You Win!")

f total(dealerCards) == 21:

final2=(f"\nYou have (playerCards) for a total of {total(playerCards)} and the dealer has {dealerCards} for a total of {total(dealerCards)}")

print("Dealer wins")
 elif total(playerCards) > 21:
    final3=(E"\nYou have (playerCards) for a total of {total(playerCards)} and the dealer has {dealerCards} for a total of {total(dealerCards)}")
    client.send(final3-encode())
    print("Your to high Dealer wins")
elif total(dealerCards) > 21:
    final4=(E"\nYou have (playerCards) for a total of {total(playerCards)} and the dealer has {dealerCards} for a total of {total(dealerCards)}")
    client.send(final4-encode())
        Description of the dealer cards of the dealer 
       print("Pealer wins")
f2 = total(dealerCards) > 21 = total(playerCards):
finale=(f"\nYou have (playerCards) for a total of {total(playerCards)} and the dealer has {dealerCards} for a total of {total(dealerCards)}")
client.send(finale.encode())
print("You win")
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   S.py - C:\Users\Owner\AppData\Local\Programs\Python\Python311\S.py (3.11.5)
  File Edit Format Run Options Window
 from socket import *
 HOST="localhost"
 PORT=5000
 ADDRESS= (HOST, PORT)
 server=socket (AF INET, SOCK STREAM)
 server.bind(ADDRESS)
 server.listen(5)
 while True:
                       print("waiting for connection...")
                        (client, address) = server.accept()
                      print("...connecting from: ",address )
                       client.send("Welcome to the server ".encode())
                       client.close()
```

Server

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```
import socket
HOST="localhost"
PORT=5000
ADDRESS=(HOST, PORT)
client=socket.socket()
client.connect(ADDRESS)
print(client.recv(1024).decode())
client.close()
```

Client