

```

// Then add one card at a time until the player holds or busts
bool playerHolds = false;
while( theHand < 21 && !playerHolds )
{
    playerHolds = isPlayerHolding( theHand );
    if ( !playerHolds )
    {
        theHand = drawAndAddCardToHand( theHand, hasBigAce );
    }
}

return theHand;
}

```

The function that determines whether the player holds is a simple input function the likes of which you have seen many times before as detailed in Listing 13.4.

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**LISTING 13.4** isPlayerHolding().

```

// isPlayerHolding: Ask the player whether to hold or
// draw another card, based on his hand's current value
bool isPlayerHolding( int theHand )
{
    cout << "Do you wish to hold on " << theHand
         << "? Type [Y]es or [N]o." << endl;

    // Ask for answers until one is entered...
    char answer;
    do
    {
        cin >> answer;
        answer = toupper( answer );
    } while( answer != 'Y' && answer != 'N' );

    // Player holds on 'Y'es
    return( 'Y' == answer );
}

```

---

## THE DEALER'S HAND

On the dealer's side, hand building is split into two steps: drawing the open card before the player gets involved, and then completing the hand afterward. The functions that implement this behavior, and the rules of the game, are straightforward as you can see from Listing 13.5.