0:00 The reason why player B still loses points to the dealer even though they're playing the same strategy is that if you go bust in one round, as a player you automatically lose a point to the dealer even if the dealer later goes bust, this is called the dealer's advantage But we still have several more

0:21 options for refining our strategy that are not available to the dealer The first is because the dealer has to stand as soon as it reaches seventeen or above.

0:32 Whether or not it's holding a soft ace, that's an ace still valued at eleven. to venture slightly further on a soft ace, because a player cannot go bust when drawing one card on a soft ace, although their hand total could go down if the ace This was re-valued down to 1.

0:54 As strategy B is currently our front runno, we're going to try and leapfrog it with strategy A, and we'll start by making them the same.

1:03 So, I'll select this if statement from strategy B, do control C to copy it, select this statement in strategy A, and hit enter to create a new code selector, and do control V for Victor to paste the copy.

1:22 make that slightly different. Again I'll select it and hit shift enter to create new code above and I'm going to define a new variable called limit which I will set to the default value of 17 and then go down to here and change this from saying less than 17 to less than limit And that shouldn't make

1:45 any difference at all, should run the same way, but it's going to give us more options. Now So instead above here, we're going to add a new if statement, and we're going to use more information that's available on the player.

1:58 We're going to say p dot and looking down that list, we can see that there is a property piece information called has soft ace, which will be true or false.

2:08 And we're going to say if P has soft A's going inside the if we're going to set the limit instead of being the default value of 17 to 18.

2:18 We're just going to go up one. We'll play cautiously for now. And then we're going to run again, which to also clean up the code.