

```
function [rew] = determineReward(phv,dhv)
%
% Written by:
% --
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%
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%
% Please send comments and especially bug reports to the
% above email address.
%
%-----

if( phv>21 ) % player went bust
    rew = -1;
    return;
end
if( dhv>21 ) % dealer went bust
    rew = +1;
    return;
end
if( phv==dhv ) % a tie
    rew = 0;
    return;
end
if( phv>dhv ) % the larger hand wins
    rew = +1;
else
    rew = -1;
end
```