|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Card | Deck | Shoe | Hand | Dealer | Player | Game |
| -rank: int  -suit: int | -cards: Stack<Deck> | -decks: ArrayList<Deck> | -faceDown:Card  -faceUp:ArrayList<Card>  - | -hand:Hand  -name:String | -hand:Hand  -money: int  -name: String  -bet: int |  |
| +getRank():int  +getRankString():String  +getSuit():int  +getSuitString():String  +getValue(): int  +Card(rank:int, suit:int) | +shuffle():void  +getCard():Card  +Deck() | +getCard():Card  +Shoe()  +Shoe(n:int) | +getValue():int  +isBust():boolean  +isBlackjack():Boolean  +hit():void  +Hand(Card faceUp, Card faceDown) | +shouldHit():boolean  +getName():String  +getHand(): Hand | +getName():String  +getMoney(): int  +getHand(): Hand  +canDoubleDown():boolean  +doubleDown():void  +canSplit():boolean  +split():void  +takeInsurance():void  +bet(n:int):void | + main(args:String[]): void |