Character

Variables
+ String Username
- String Password
- Double Balance
+ int winCounter
+ int lossCounter

Methods
+ void choosePlace()
+ void chooseGame()
+ void Exit()
+ Boolean Deposit()
+Boolean withdraw()

Casino

Variables
- String[] alltimeWinnings
- String[] shop

Methods
+ Void drinkAtBar
+ String[][] getHighscoreList

Abstract Games

Variables
Bet
isWin

Methods
String playOnce()
Boolean outcome()

Roulette extends Games

Variables
- Double Bet
- Boolean isWin
- Double Luck
- String[] places

Methods
+ String playOnce()
+ Boolean outcome()
+ Void placeBet()

Blackjack extends Games

Variables
+ Double Bet
- Boolean isWin
- Double Luck
-String[] positions

Methods
+ String PlayOnce()
+ Boolean Outcome()