

APCS pd1
Mountain Climbers
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Character

- String username
- String password
- double balance
- double bet
- double minBet
- + ArrayList shop
- + ArrayList inventory
- + ArrayList shopPrice
- + double getBet()
- + void remBal(double)
- + void addBal(double)
- + double getBal()
- + void choosePlace()
- + void chooseGame()
- + void afterGame(Game g)
- + void quitGame()
- + void toBuy()
- + void placeBet()
- + void shop()

Game

- ~~name~~ String name
- ~~winnings~~ double winnings
- boolean toContinue()
- void playOnce(Character)
- void outcome(Character)

Slots

- String[] combinations
- String[] combinations
- + String display()
- void swap(int, int)
- + void spinOnce()
- + double whatWin()
- + String toString()

Dice

- int die1
- int die2
- int success
- + String toString()
- int calculateTotal(int, int)
- void roll()

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Blackjack

- String[] deck
- String[] playerHand
- String[] dealerHand
- String choice
- + String toString()
- + void setHand(String[])
- boolean hasAce(String[])
- int calculateTotal(String[])
- void playSplit(Character)
- boolean splitWin()
- void secondHand(String[])
- void playSecondHand(Character, String[])
- boolean isBlackjack
- boolean blackjackWin(Character)
- boolean isBust(String[])
- void dealerTurn()
- void playerTurn(player)

Roulette

- String gamble
- int spin
- + String toString

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