LAB 6 UML Diagram

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Card
- -Suit : String
- -rank: String
- + Value(): Int
- + __repr__(): string

Deck
- - cards : List[Card]
- - num_decks : Int
- + shuffle_deck(): void
- + draw_card(): card
- + insert_plastic(): void

Player
- - chips: Int
- - hand: List[card]
- - Strategy: String
- + hit(deck): void
- + stand(): void
- + hand_value: Int
- + is_bust(): Bool
- + should_hit(dealer_card): Bool

Game
- - Players: List[Player]
- - dealer: Dealer
- + deal_cards(deck): void
- + play_round(deck, bet_amount): void
- + determine_winner(bet_amount): void

Dealer
- - chips: Int
- - hand: List[card]
- + should_hit(): Bool
- + hit(deck): void
- + dealer_bust(): void

HiLo Card Counting Player
- -running_count: Int
- +assign_card_value(card): Int
- + update_running_count(card): void
- + hit(deck): void
- + should_hit(dealer_card): Bool

Human Player
- -chips: Int
- -hand: List[card]
- + choose_action(deck): void

CardCounting Player
- -running_count: Int
- + assign_card_value(card): Int
- + update_running_count(card): void
- + hit(deck): void
- + should_hit(dealer_card): Bool