

Operation: hit()

Preconditions: The parameter player.exposedCardNum should less than 5.

Postconditions:

- A hit request is sent to the game driver.
- The method of game driver: dealNewCard() is called.

Operation: dealNewCard()

Preconditions: None

Postconditions:

- A new card is generated from the cards and sent to the player.

Operation: updateScore(card)

Preconditions: None

Postconditions:

- The exposedCardNum and exposedCardArray of the player are updated.

Operation: ScoreOfCards()

Preconditions: None

Postconditions:

- A request for getting the value of player's cards is sent to the player.
- The method of player: getValueOfCards() is called.

Operation: getValueOfCards()

Preconditions: None

Postconditions: - The total value of player's cards is calculated and sent to the game driver.

Operation: checkOver21(value)

Preconditions: None

Postconditions: - If the result is true, game driver will terminate this round.