

CSI-2300 Final Project

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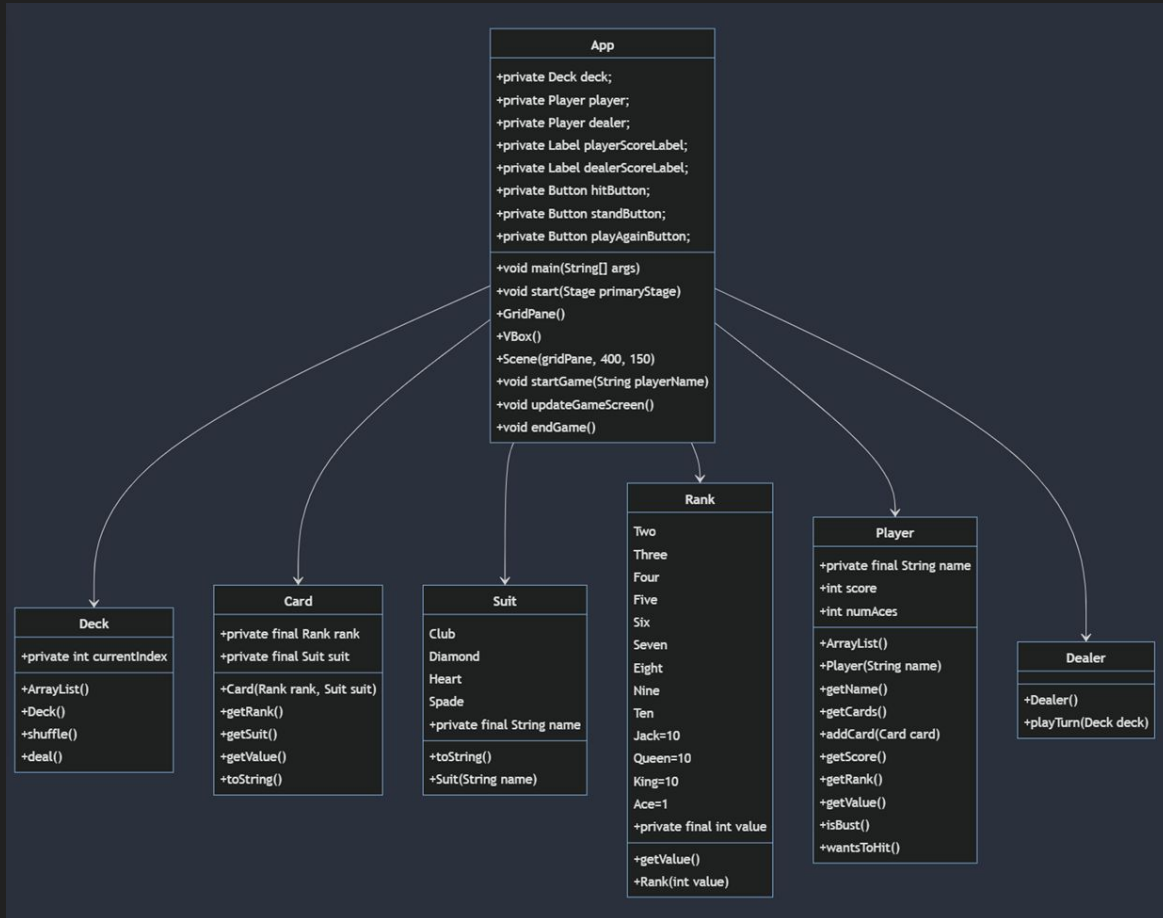
BlackJack Game

For my application I decided to make a game of Blackjack.

Rundown of my Application

- To start you are first required to put in your name and then hit the Start button.
- When the game begins you and the dealer (AI) are given two random cards and are shown the cards overall value.
- You can choose whether you want to hit which draw another card or stand which ends your turn and lets the dealer make a choice.
- When your turn ends the dealer goes automatically and the game will tell you who won.
- You then have the option to play again or exit the program.

UML Class Diagram



What I Learned

- I learned how to use both private and public methods and variables.
- Better understanding of how to extend classes and link classes together.
- Better understanding of JavaFX and how to create windows with it.

Thanks for Listening.

Now I will present my demo!