

Card
-id: String -value: int
+Card(ids: ArrayList<String> , index: int) +getValue(): int +getId(): String +initializaValue(i:String): int +setValue(tempValue: int)

Deck
-ids: ArrayList<String> -cards: ArrayList<Card>
+Deck() +sgId() +shuffle() +disposeCards() +getCard(index: int) +getIds(): ArrayList<String> +printCards()

Board
-decks: ArrayList<Deck> -cardsOnBoardP: ArrayList<Card> -cardsOnBoardD: ArrayList<Card> -tempCard: Card -cardIndex: int -sumPlayer: int -sumDealer: int -rand: Random
+Board() +disposeDeck() +restartSum() +restartCoB() +restartIndex() +newRound() +shuffleDecks() +getDeck(index: int): Deck +checkShuffle() +cardIndexIncrement() +addPlayerCard() +addDealerCard() +draw(isPlayer: boolean): Card +fixAces(score: int, cards: ArrayList<Card>): int +addToPScore(value: int) +addToDScore(value: int) +setScoreP(value: int) +setScoreD(value: int) +getPlayerScore(): int +getDealerScore(): int

GUIGameRunner
-frame: JFrame -JAnswer: int -bjc: int -tempLbl: JLabel -scoreLbl: JLabel -dealerLbl: JLabel -cardBack: JLabel -panel: JPanel -panelPlayer: JPanel -panelDealer: JPanel -panelBtn: JPanel -JOptions: Object[] -btnDraw: JButton -btnStay: JButton -cardLbls: ArrayList<JLabel> -ids: ArrayList<String> -board: Board -isPlayer: Boolean -indexOfCardLbls: int -images: ArrayList<ImageIcon> -cardBackIcon: ImageIcon
+GUIGameRunner() +giveColor() +createButtons() +busted() +editLabelScore() +editLabelDScore() +dealerDraw() +checkScore(): Boolean +createFields() +checkBlackjack() +createLabelImage(card: Card, isPlayer: boolean) +idToIndex(id: String): int +createBoard() +shuffleDecks() +createForm() +initializeIndexOfCardLbls() +createCardLabel() +createImages() +showCardLabel(isPlayer: boolean) +checkFinalScore() +winAnswer() +decideOutcome() +resetGame() +clearLbls() +clearPanels() +clearScores() +enableBtns() +addAll()

