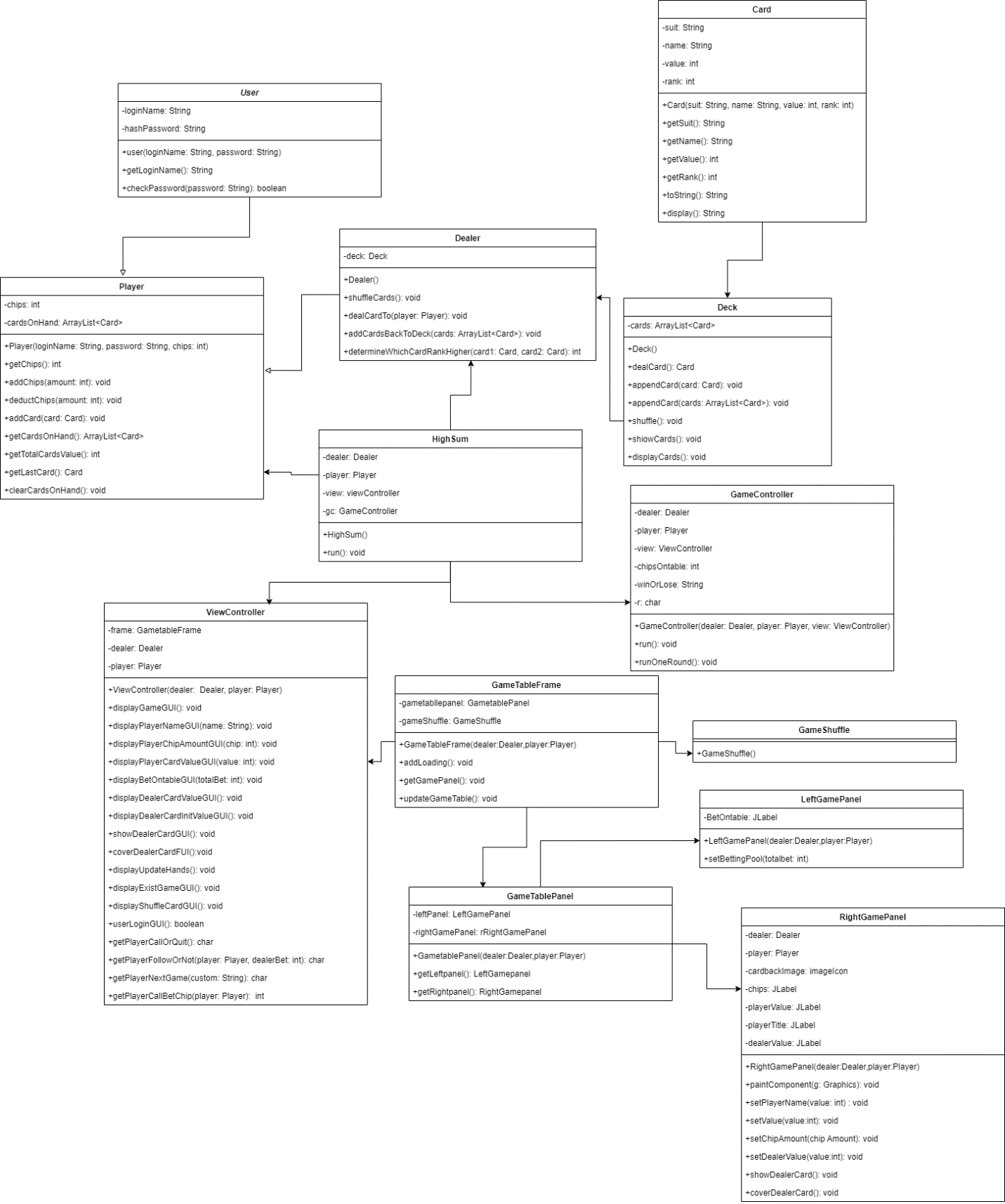
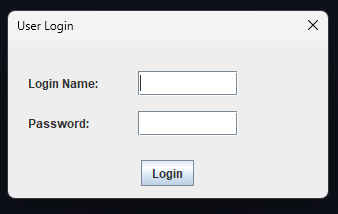
**UML Class Diagram**



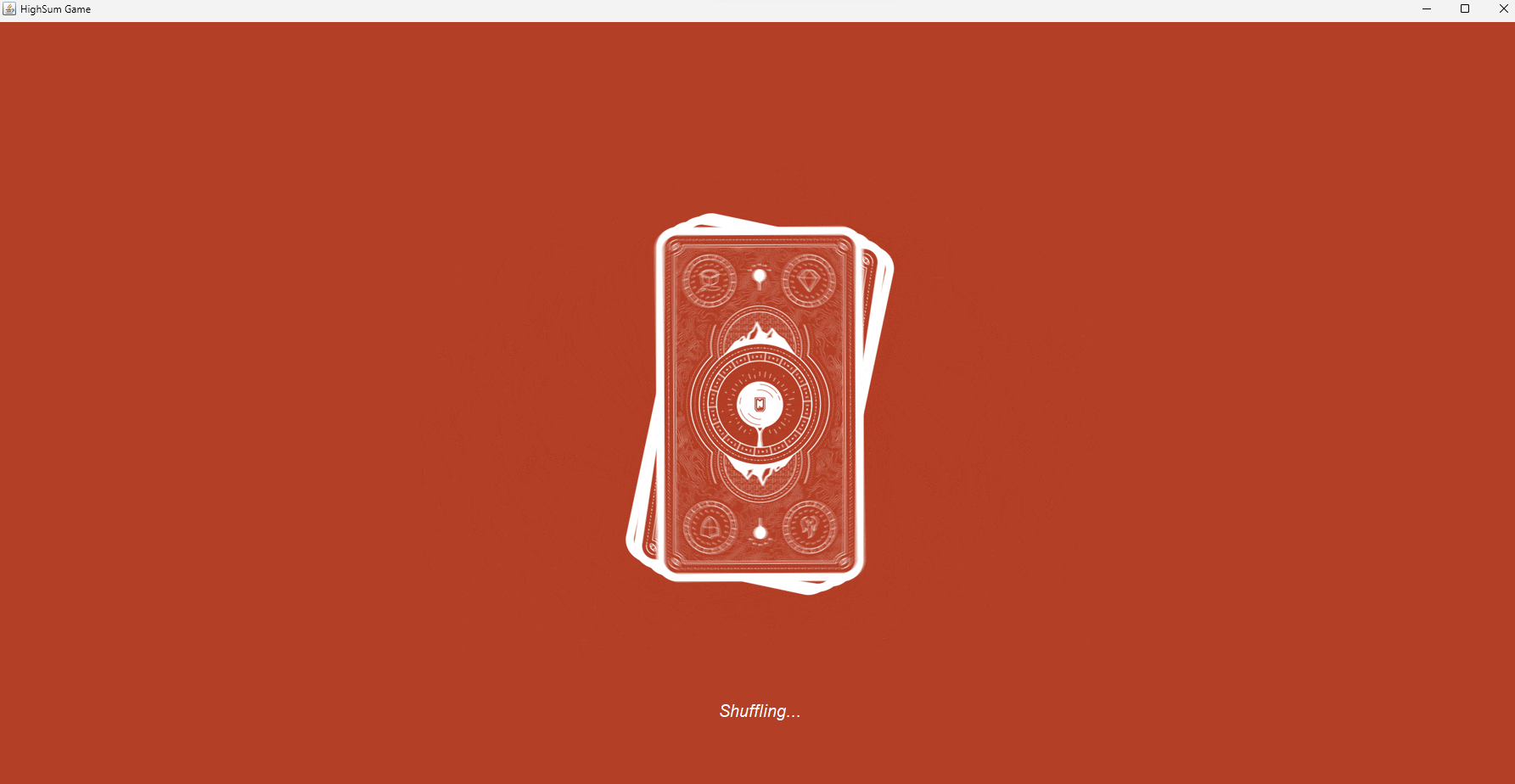
**Test-Run of Program**

**Player Login**

****

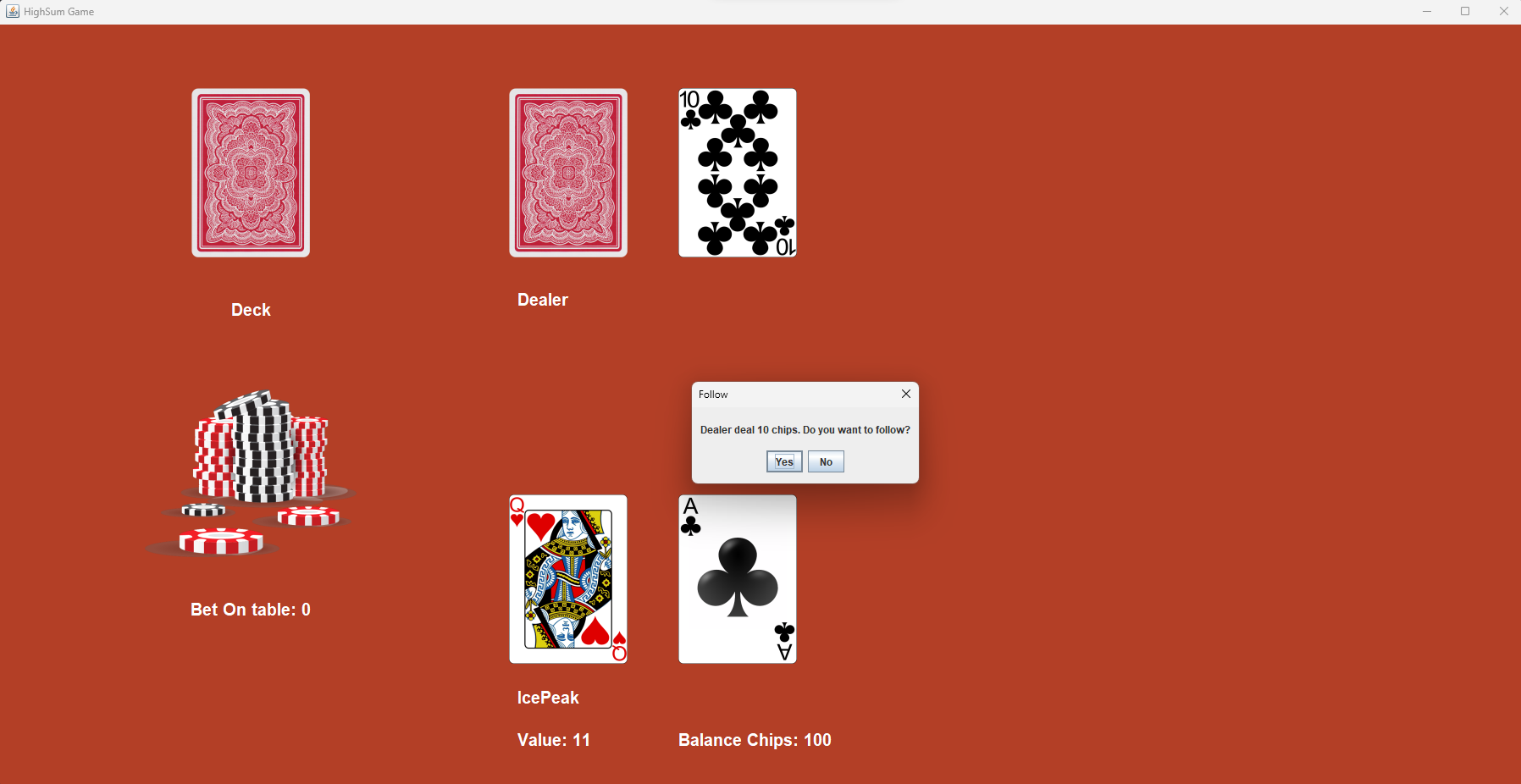
Program will ask name and password. To login as player, user need to enter “IcePeak” in Login Name and “password” in Password since those are hardcoded.

**Deck Shuffling Animation**

****

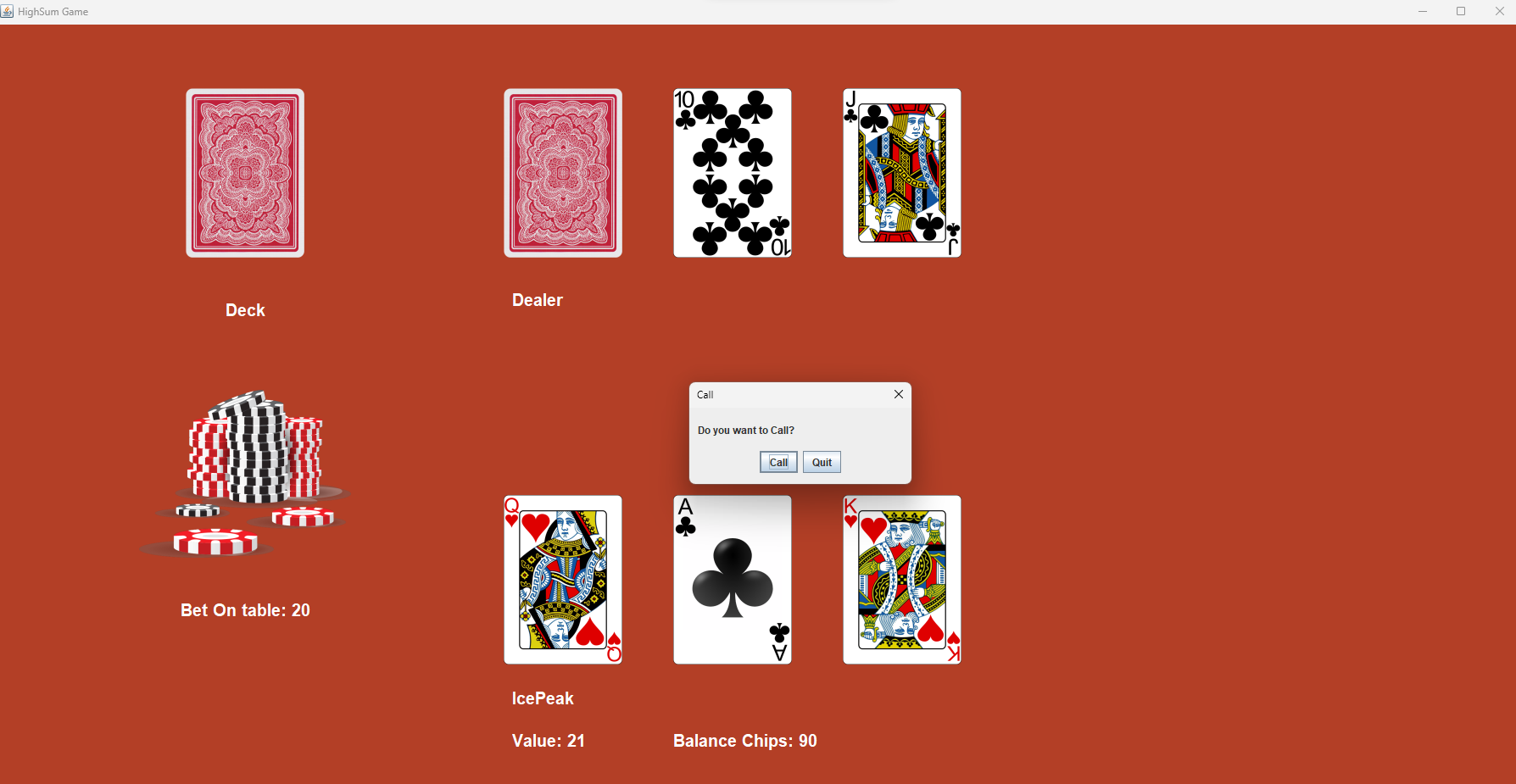
Deck shuffling animation will run before round start.

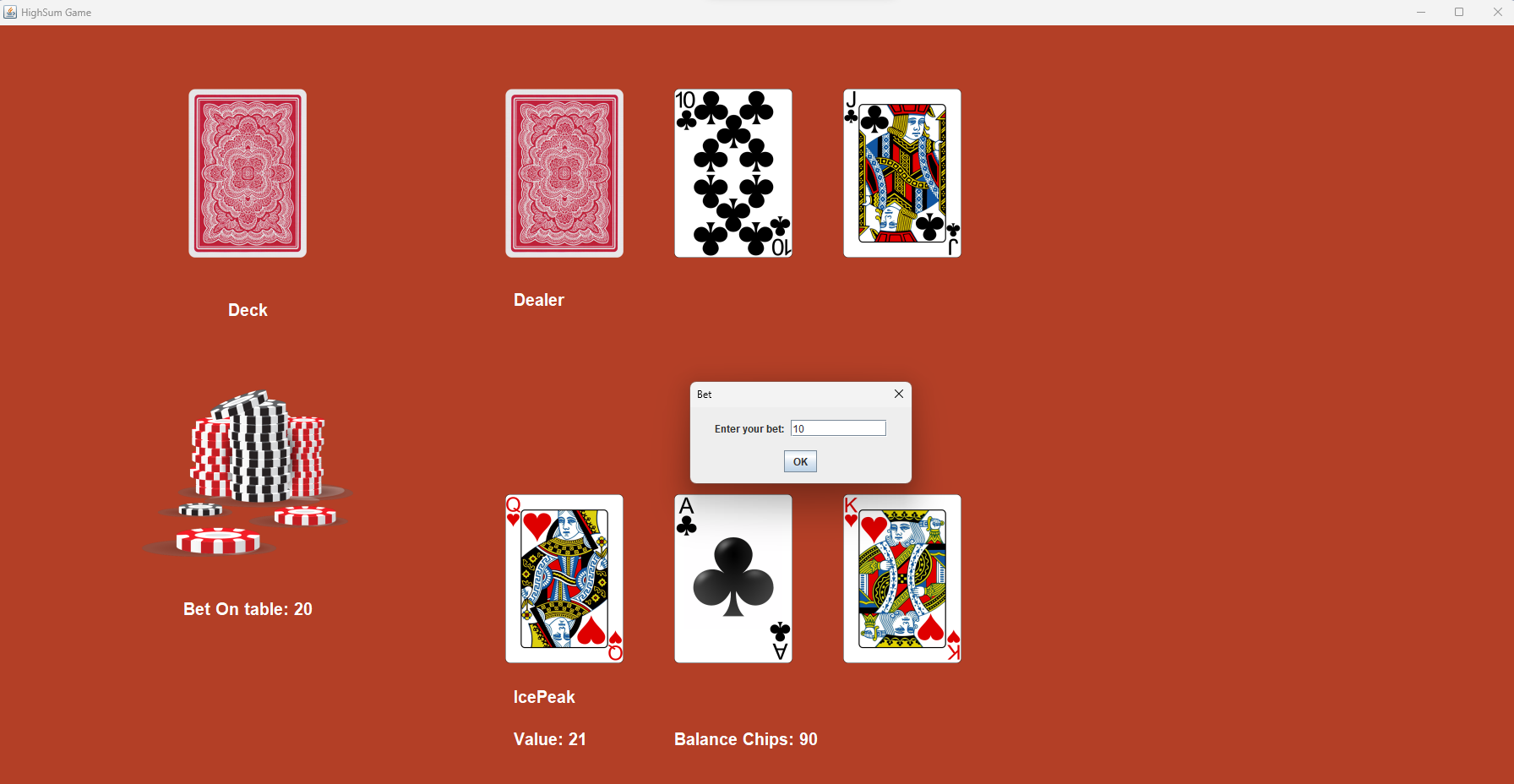
**Round Start**

****

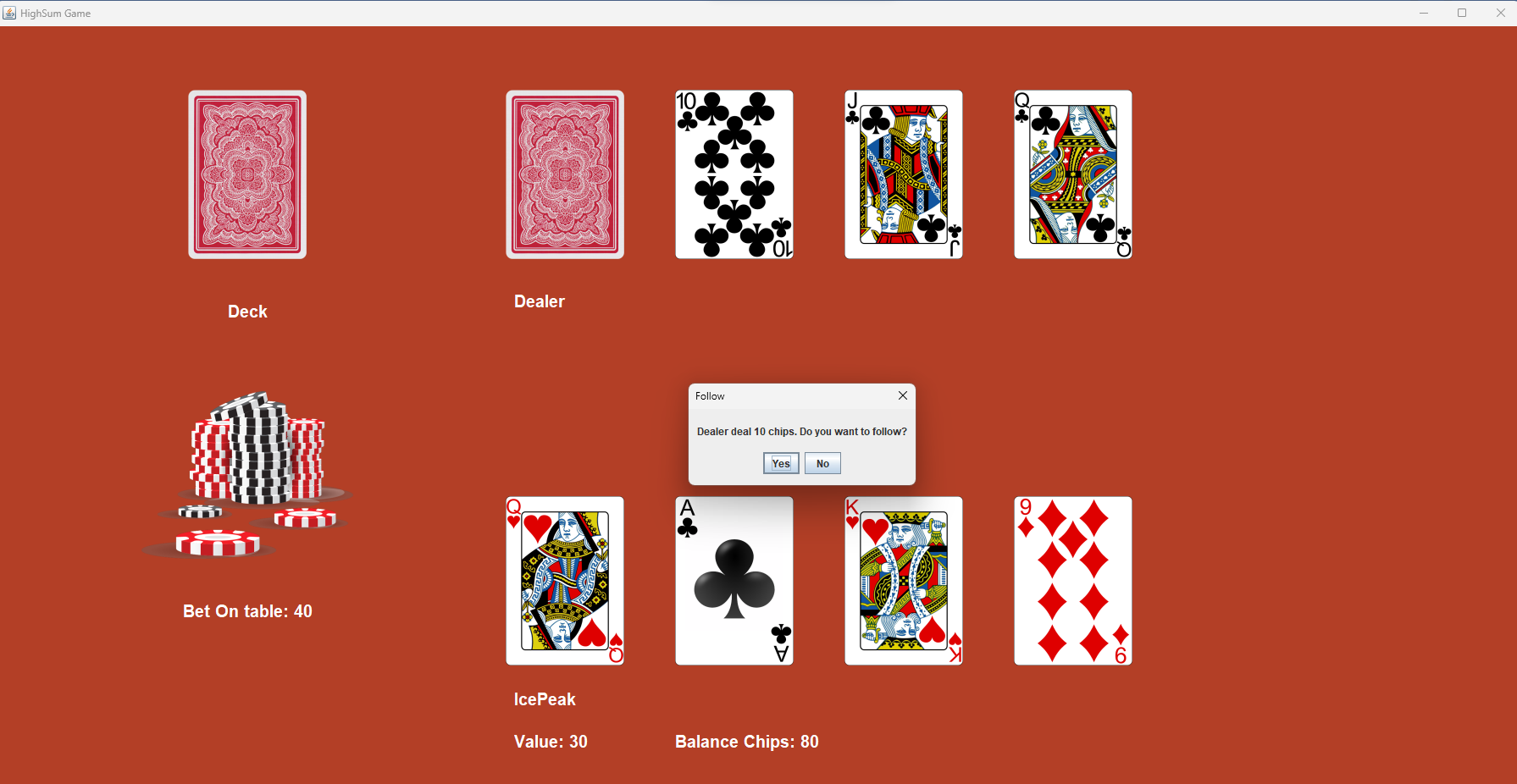
Round will start by who ever has the highest last card. In this case dealer has the high card so player can only follows.

**Round 2**

****

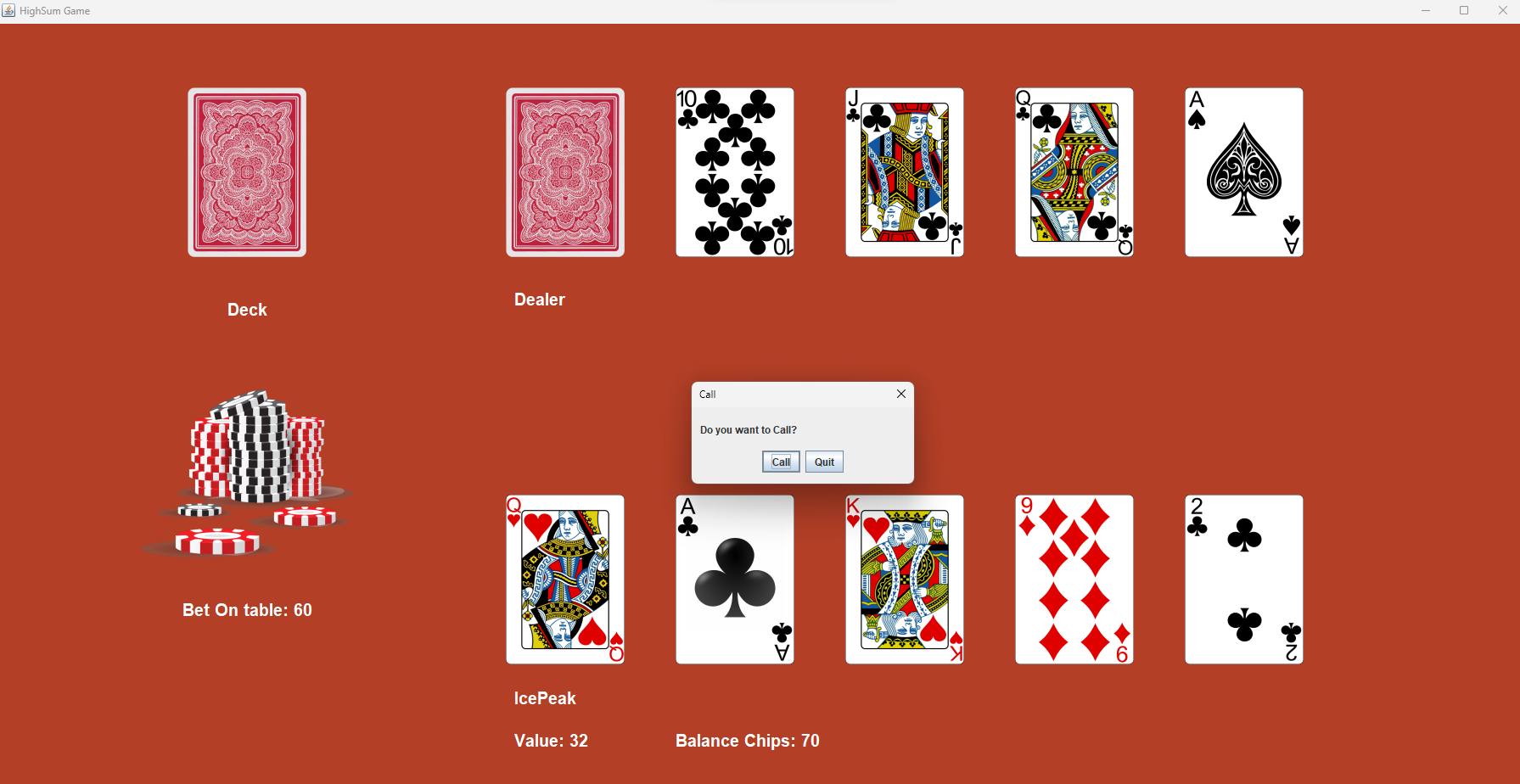
Another round of card will be dealt by the dealer. In this case, player has the high card so he can either call or quit the round.

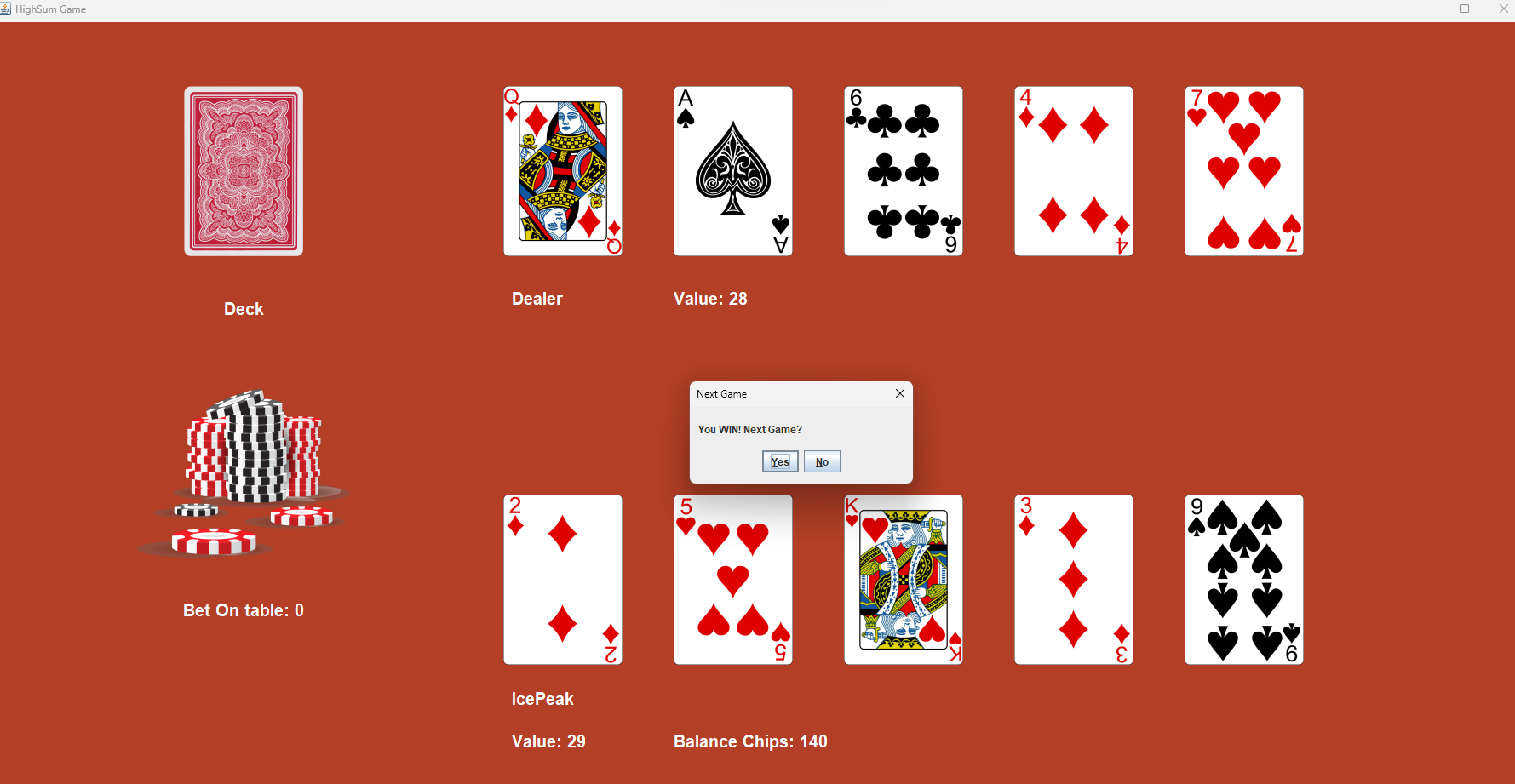
**Round 3**

****

Same as round 1.

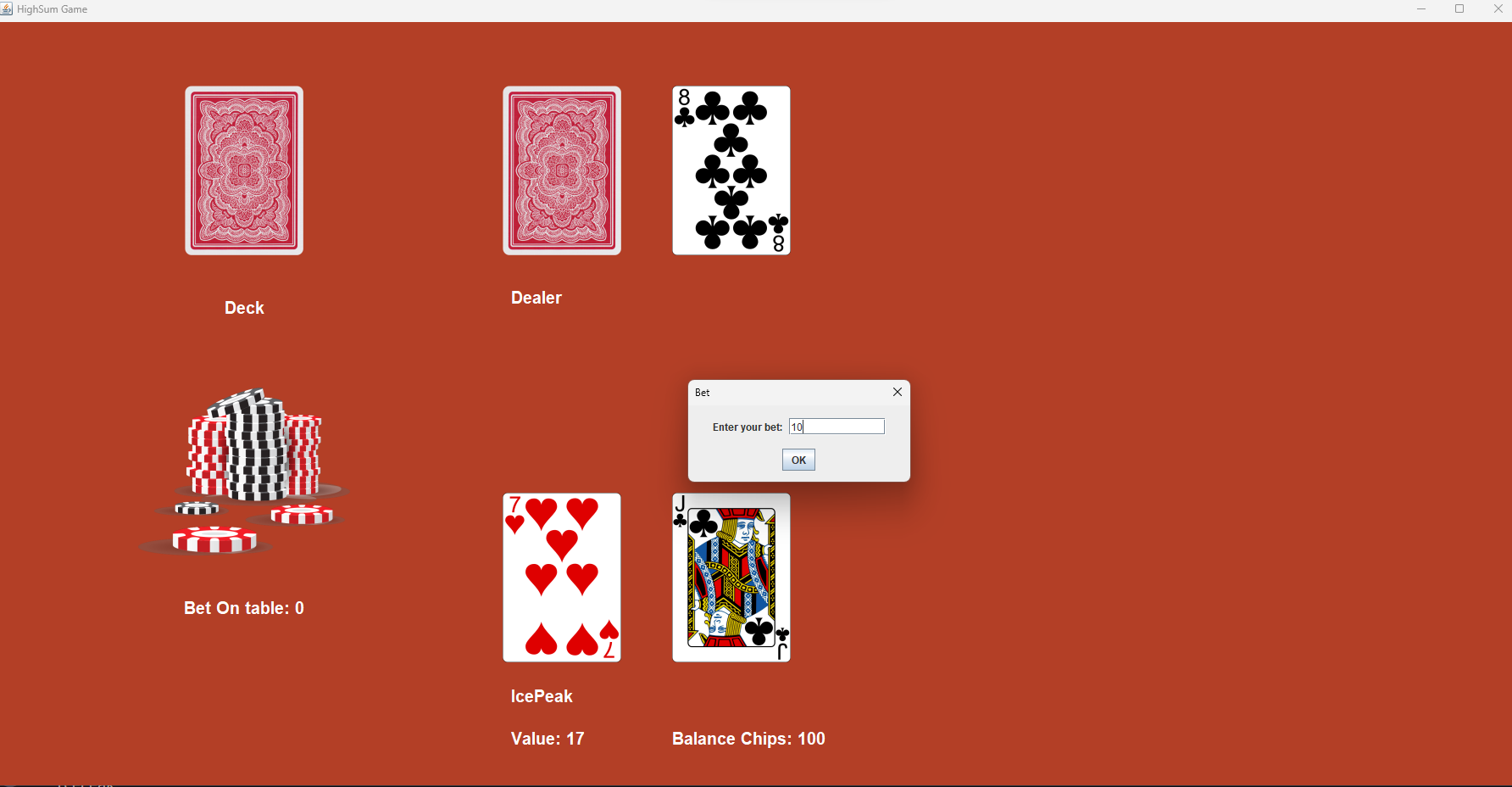
**Round 4**

****

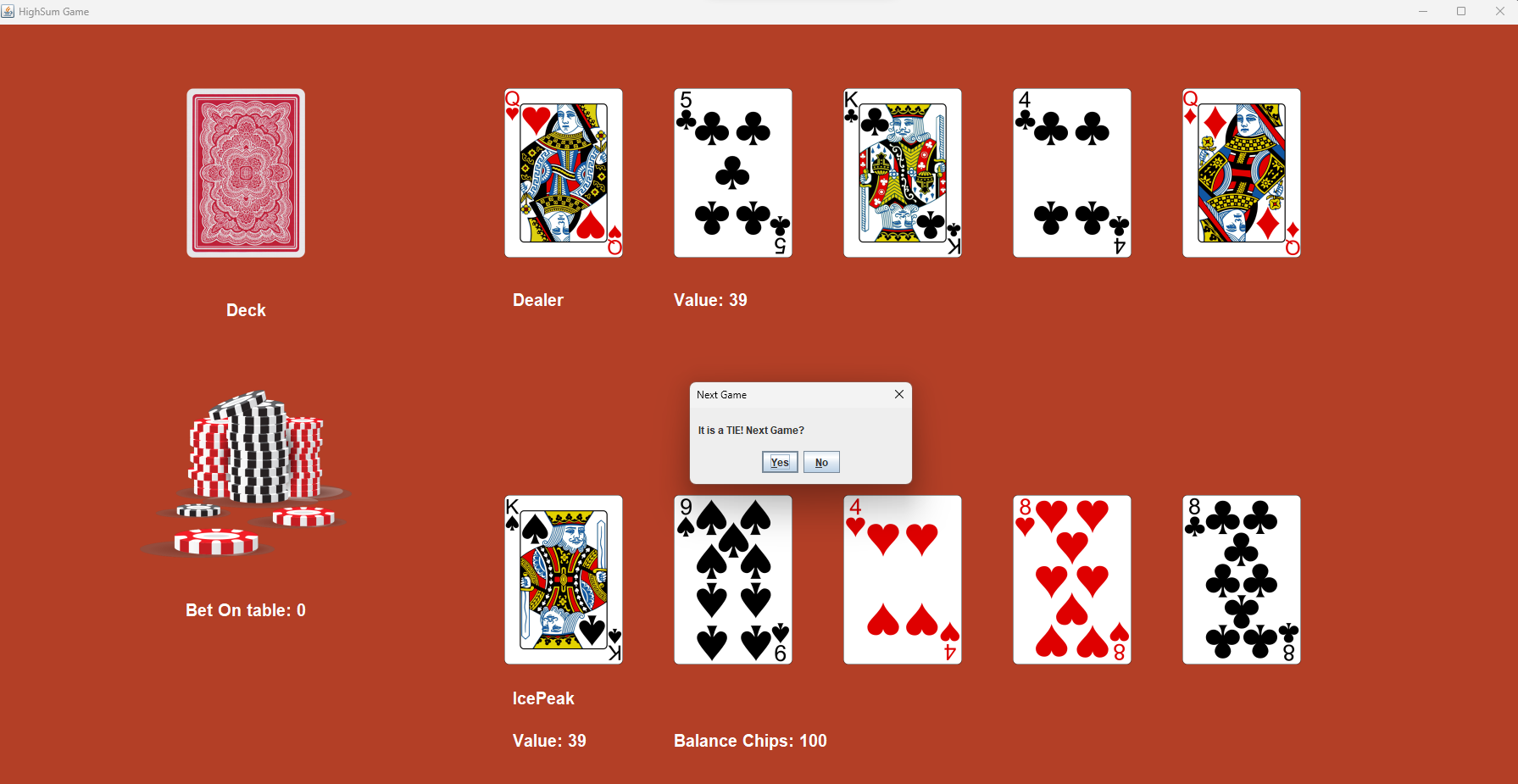


Final round. After betting this round, the hidden dealer’s card will be shown and who ever has the highest total value win.

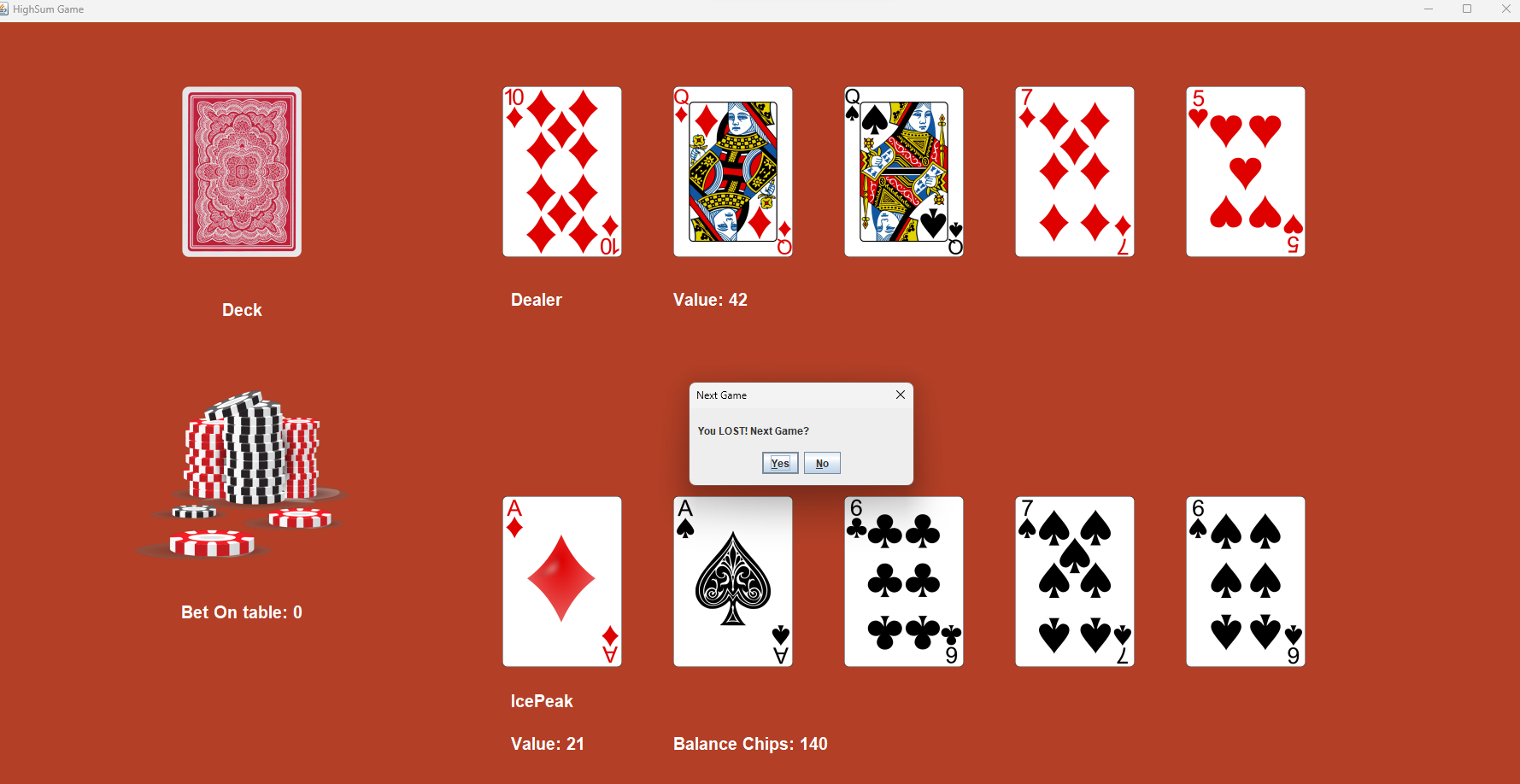
**Player Start Condition**



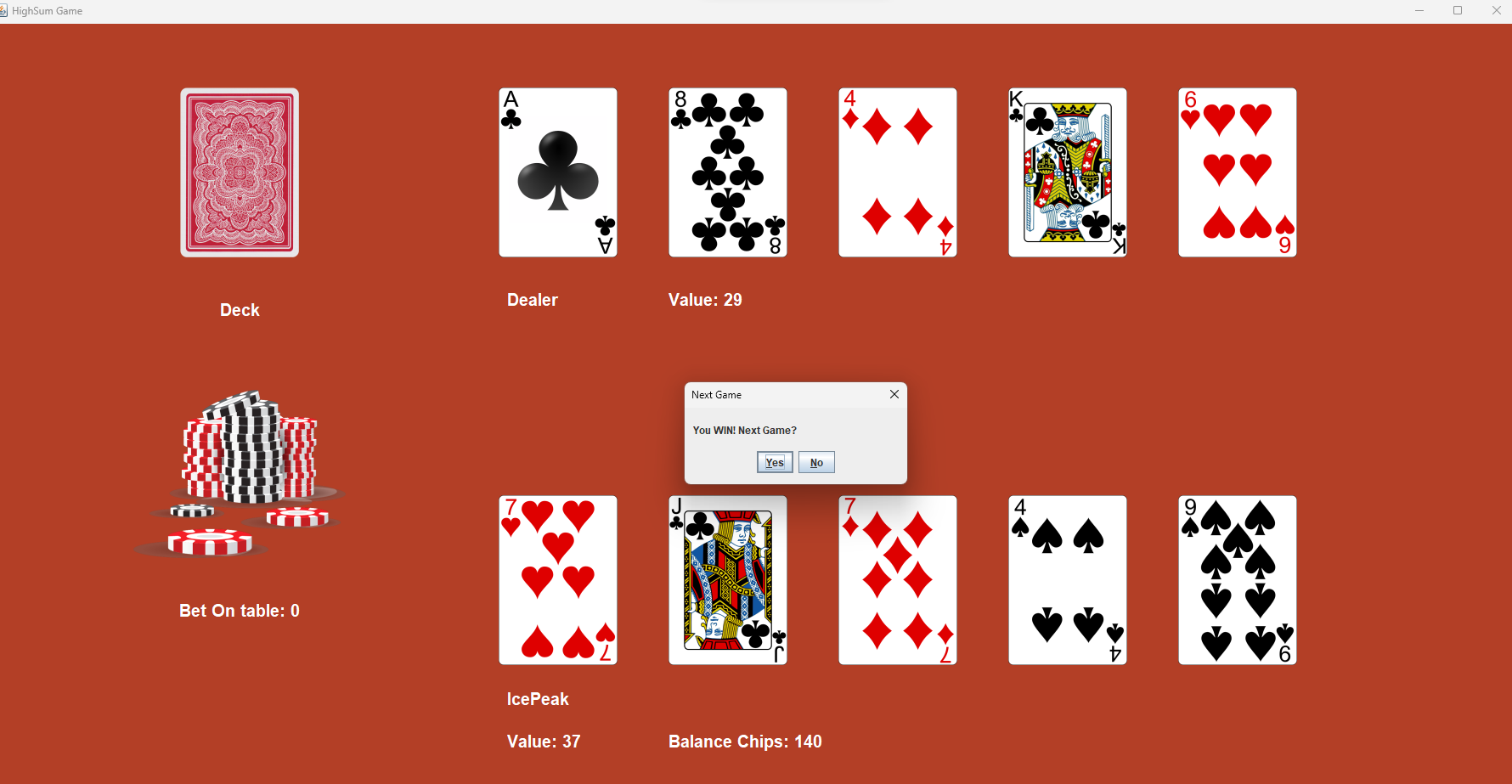
**Tie Condition**

****

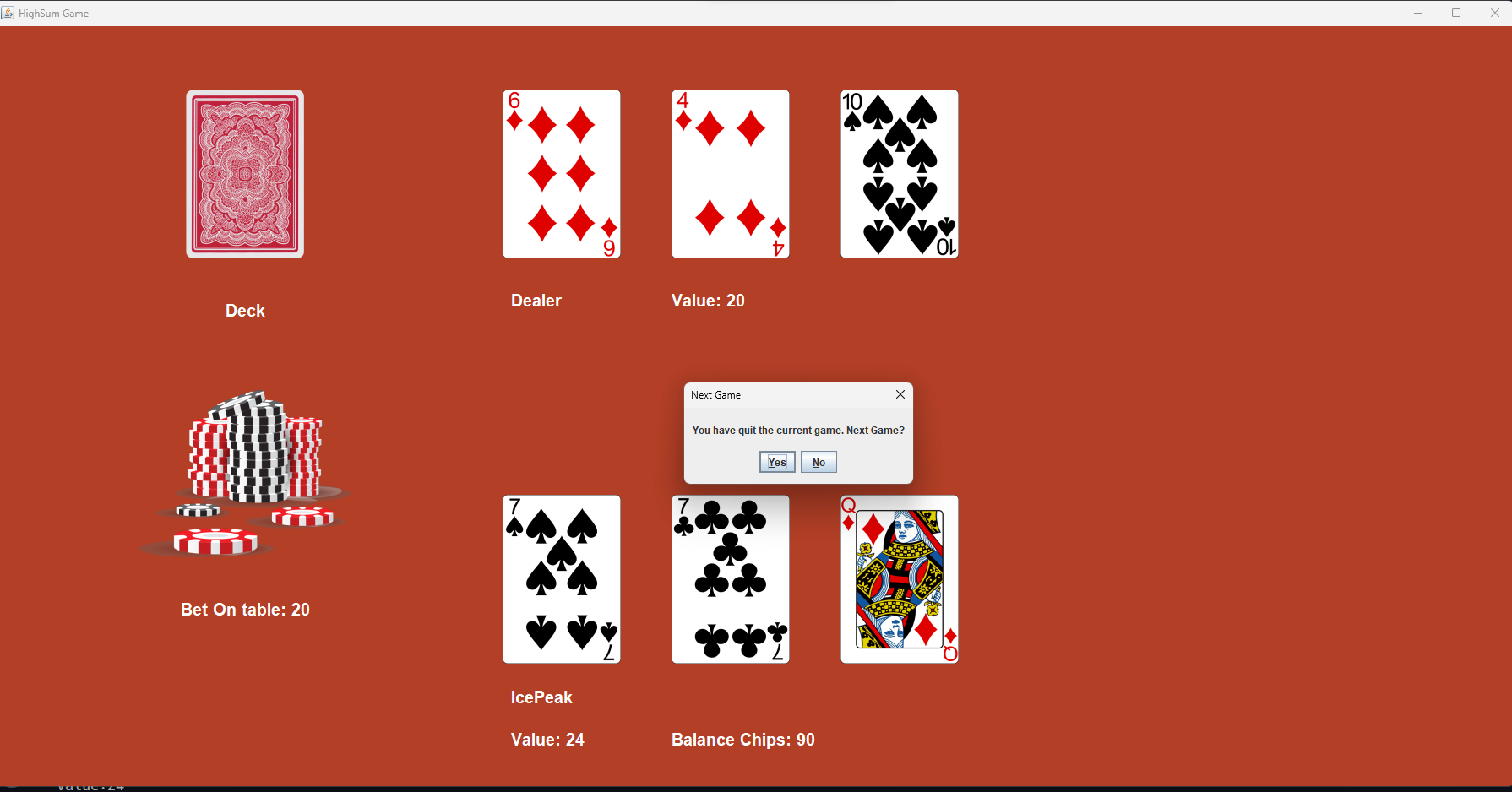
**Lose Condition**

****

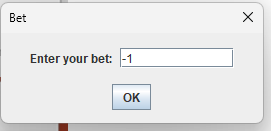
**Win Condition**

****

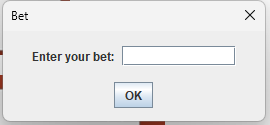
**Game Quit**

****

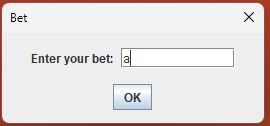
**Error handling**

****

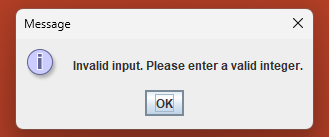
Entering negative Integer.

****

Entering space.

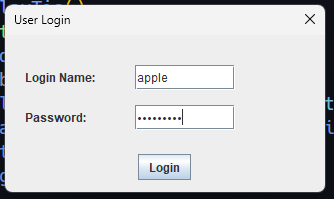
****

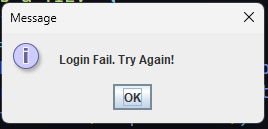
Entering character.

****

Player must not enter invalid character(String, space, negative integer).

**User Login Check**

****

****

User must not enter wrong password and wrong name.

**Note to take**

Player is hard coded.

To play game, user must enter “IcePeak” in Login Name and “password” in Password.

Players’ balance will be now carried over to the next new games.