Class Diagram for Blackjack Game

* I went ahead and listed all the things you needed for the uml diagram just make the boxes and do the relationships accordingly, this doc and other doc I gave is to do with the entire program which I will give later, for now we need to submit the base portion of the code and this UML for the entire project (after you are done delete this file from folder as it is unneeded)

**Card:**

- suit: String

- rank: String

- value: int

+ Card (suit: String, rank: String, value: int)

+ getSuit(): String

+ getRank(): String

+ getValue(): int

+ toString(): String

**Deck:**

- cards: List<Card>

+ Deck()

+ shuffle(): void

+ dealCard(): Card

**Player:**

- name: String

- hand: List<Card>

- score: int

+ Player(name: String)

+ addCard(card: Card): void

+ getScore(): int

+ getName(): String

+ toString(): String

**GameLogic**

- players: List<Player>

- dealer: Player

- deck: Deck

+ GameLogic(numPlayers: int)

+ startGame(): void

+ playerTurn(player: Player): void

+ dealerTurn(): void

+ showResults(): void

Main:

+ main(args: String[]): void

Relationships: (to what I understand feel free to add)

Deck - Card: 1..\* (A deck contains multiple cards)

Player - Card: 1..\* (A player holds multiple cards in their hand)

GameLogic - Player: 1..\* (The game manages multiple players)

GameLogic - Deck: 1 (The game logic uses a single deck)

Main - GameLogic: 1 (The main class initiates the game logic)