Paprawin Boonyakida

UML for Dealer.java

|  |
| --- |
| Dealer |
| - Deck deck // Deck Object  - boolean win // Wins each turn  -boolean isBusted // lost in a round  - double netLoss // Total money lost  - double netGained // Total money gained  - double currentPoints // Current money on hand  - int cardValue // Value of the card  + boolean gameOver // Player is out of money and is not able to continue |
| Dealer(Deck deck) // Constructor takes a Deck object  +void setCardValue(int value)  +void setCurrentPoints(double pts)  +void setDeck(Deck deck) // Initializes a new deck of cards  +void setDrawDecision() // Performs randomization to decide whether to draw another card  +int getCardValue()  +double getCurrentPoints()  +Deck getDeck()  +boolean getDrawDecision()  +double getNetGained()  +double getNetLoss()  +double pay(double amountDue) // Subtract amount paid to another person from the current balance  +void takeMoney(double amount) // Takes money from another player |