

Card
<ul style="list-style-type: none"> - suit: str - value: str
<ul style="list-style-type: none"> + __init__(suit:str, value:str) + __repr__() -> str

Dealer
<ul style="list-style-type: none"> - hand: Hand
<ul style="list-style-type: none"> + __init__() + play(deck:Deck) -> None

Hand
<ul style="list-style-type: none"> - Cards: List[Card]
<ul style="list-style-type: none"> + __init__() + __str__() -> str + add_card(card:Card) -> None + get_score() -> int + is_blackjack() -> bool + + -> bool

Deck
<ul style="list-style-type: none"> - Cards: List[Card] - num_sets: int - plastic_position: int
<ul style="list-style-type: none"> + __init__(num_sets: int) + generate_deck() -> None + shuffle() -> None + draw() -> None + check_reshuffle() -> bool + shuffle_with_plastic() -> None + reset() -> None

Player
<ul style="list-style-type: none"> - name: str - hand: Hand - balance: int - bet: int
<ul style="list-style-type: none"> + __init__(name:str) + place_bet(amount: int) -> + hit(deck: Deck) -> None + stand() -> None

Blackjack Game
<ul style="list-style-type: none"> - players: List[Player] - dealer: Dealer - deck: Deck - num_players: int
<ul style="list-style-type: none"> + __init__(num_players: int) + initialize_players() -> None + add_player(player: Player) -> None + remove_player(player: Player) -> None + deal_initial_cards() -> None + play_round() -> List[Tuple[int,Player]] + reset_game() -> None