Player

- name: String
- hand: ArrayList<Card>
- money: Double
- score: Integer

+ getName(): String
+ getHand(): ArrayList<Card>
+ getScore(): Integer

Casino

+ games: Games

+ startCasino(): void

<<interface>> Game

- deck: Deck
- dealer: Player
- player: Player

+ play(): void
+ getPlayer(): Player
+ getDealer(): Player
+ calculateScore(): int

Suit

+ (enum) {Heart, Diamonds Club, Spades}: Suit

Card

- suit: Suit
- value: Integer

_(Suit, Integer)
+getValue(): Integer
+ getSuit: Suit

CardGame

- cards: ArrayList<Card>

+ getCard(Integer): Card
+ getAllCards(): ArrayList<Card>
+ showHand(): ArrayList<Card>
+ isHandEmpty(): boolean

GoFish

+ field: type

+ giveCard(): Card
+ hasCard(int): boolean
+ checkForFourOfAKind(): boolean
+ calculateScore(): int (score++)

Deck

+ field: type

- populate(): void
+ isDeckEmpty(): boolean
+ shuffle(): void

BlackJack

+ field: type

+ isOver21(): boolean
+ isAceInHand(): boolean

<<Interface>> Gamble

+ pot: Double

+ placeBet(Double, Player): void
+ hasMoneyToMakeBet(Double): boolean
+ getPot(): Double
+ updatePot(Double): void
+ receiveWinnings(Double): void

Craps

- dice: Integer
- point: Integer

+ setPoint():
+ getPoint():
+ rollDice():
+ showRoll():
+ rolledPoint(): boolean