

Casino
+ games: Games
+ startCasino(): void

Player
- name: String
- money: Double
+ getName(): String
+ hasMoneyToMakeBet(Double): boolean
+ receiveWinnings(Double): void

<<Interface>> Gamble
+ pot: Double
+ placeBet(Double, Player): void
+ getPot(): Double
+ updatePot(Double): void

Game
- player: Player
- dealer: Player
+ play(): void
+ reportWinner(): void

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

Card
- suit: Suit
- value: Integer
_(Suit, Integer)
+getValue(): Integer
+ getSuit: Suit

CardGame
- hand: ArrayList<Card>
- cards: ArrayList<Card>
+ getCard(Integer): Card
+ getAllCards(): ArrayList<Card>
+ showHand(): ArrayList<Card>
+ isHandEmpty(): boolean
+ getHand(): ArrayList<Card>

Craps
- point: Integer
+ setPoint():
+ getPoint():
+ rolledPoint(): boolean

Deck
+ field: type
- populate(): void
+ isDeckEmpty(): boolean
+ shuffle(): void

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

BlackJack
+ field: type
+ isBust(): boolean
+ isAceInHand(): boolean

Die
- dice : Integer
+ rollDice(): Integer