Code Reuse Document

Plans for Reuse:

* System
  + For the system level, if this project were a large scaled Blackjack game, I would reuse an external system that handled betting. But since it is smaller, this will not be implemented within this system.
* Component
  + One of the main components that could be reused in another different program would be the Deck components because it could easily be implemented into any game that would use a deck of cards.
  + The suit component could be paired with the deck of cards to identify what suit is each individual card.
  + The card class is one of the components that can also be used for reuse because it is so generic that it will be necessary for any program that utilizes a deck of cards.
* Object and Function
  + The objects player and dealer as well as the hit and stand functions need to be developed from scratch based off of the reused code for the deck and cards.

Pros:

* Some of the benefits of using this reuse method are that it would be much cheaper to use programs that have already been written so we are not paying Software Engineers to code from scratch.
* If we were to reuse components from the program we would save a lot of time in the development process of the system we were creating.
* Furthermore the more information we already have on a system because of reuse we can better plan and focus on the areas in a system that need attention.

Cons:

* Relying on other’s code for major components of the system is a risk, especially if it turns out those components do not work. This results in a complete failure.