

Implementation Manual

This is an implementation manual for the project that lays out the classes and design of the project.

- Main class:
 - Creates the window and sets the main menu screen as the scene.
- Main Menu fxml:
 - Generates design elements of the main menu such as the buttons.
- Main Menu controller class:
 - Controls how the buttons on the main menu work.
- Blackjack fxml:
 - Generates design elements of the blackjack game screen. Contains several buttons, imageviews, and anchorpanes.
- Blackjack controller class:
 - Controls how the buttons work. Sets images and controls where they are moved to depending on how the game is supposed to go.
- Solitaire fxml:
 - Generates design elements of the blackjack game screen. Contains several buttons, imageviews, and anchorpanes.
- Solitaire controller class:
 - Controls how the buttons work. Sets images and controls where they are moved to depending on how the game is supposed to go.
- Card class:
 - Creates card elements that contain a value, placement in the deck and a string that contains the address of the associated card image.
- Deck class:

- Creates an array of card objects and fills it with each unique card. Also contains a shuffle method that rearranges the cards into a random order.
- Application CSS document:
 - Contains all of the design elements of the program. Such as, the main menu background, the font sizes for buttons, and the borders for some objects.