

Card Class

This class is used to represent individual cards

Attributes:

- **suit**
(str) The value of suit
ex. ♥, ♦, ♠, ♣
- **rank**
(str) The value of rank
ex. 2-10 , K, J, Q, A

Methods :

- **get_rank()**
(str) Tell us the rank of the card
ex. 2-10 , K, J, Q, A
- **get_suit()**
(str) Tell us the suit of the card
ex. 2-10 , K, J, Q, A

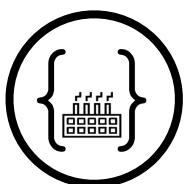
Deck Class

Attributes:

- **cards**
(list) The list to store all suit and ranks of cards which are instance of **Card** class
ex. [Card(♥, 3) , Card(♣, Q)]

Methods :

- **shuffle()**
Shuffles the cards in the deck using random module



- **deal()**
Pops a card from the deck and returns it

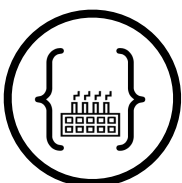
Hand Class

Attributes:

- **dealer**
(bool) If the player is dealer or not
ex. True/False
- **cards**
(list) The list to store player's or dealer's cards
ex. [Card(♥, 3), Card(♣, Q)]
- **value**
(int) Total value of cards in player's hand
ex. 19

Methods :

- **add_card()**
adds cards to players hand in cards list
- **get_value()**
Returns total value player's cards
- **display_card_image(cards)**
Displays backside or front side of any given cards
- **display(show_dealer)**
Displays the cards that are in player's hand and hides one card of dealer if show_dealer = False



Money Class

Attributes:

- **amount**
(int) Total amount of money for player to start game
ex. 5000

Methods :

- **add_money()**
Increases player's total money
- **sub_money()**
Decreases player's total money
- **get_bet(max_bet)**
Gets bet from player for the next round

Game Class

Methods :

- **get_move()**
Gets move from player
ex. Hit, Stand or Double Down

