Blackjack UML design

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Cards

-String cardSuit //Diamonds, Clubs, Hearts, Spades

-String cardType //Face card or Number Card

-Int cardValue //1, 10, 11

-boolean cardPlayed //if card is played, cant be dealt again

-String cardName

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+Card()

+Card(String type, String suit, int value, boolean flag)

//setters

+Void setCardType()

+Void setCardSuitType()

+Void setCardValue()

+Void setCardPlayed()

+Void setCardName()

//getters

+String getCardType()

+String getCardSuit()

+Int getCardValue()

+boolean getCardPlayed()

+String getCardName

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FaceCard extends Cards

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+FaceCard();

+FaceCard(String cardType, String cardSuit, int cardValue, boolean flag, String faceName)

+Void AceSetToOne()

+Void AceSetToEleven()

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numberCard extends Cards

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+numberCard()

+numberCard(String cardType, String cardSuit, int cardValue, boolean flag, String cardNumber)

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