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| Card |
| -Value: int  -Rank: String  -Visible: Boolean  -Suit: String |
| +getSuit() : String  +getRank() : String  +setSuit(s:String)  +setRank(r:String)  +getValue() : int  +setVisible(v: Boolean)  +isVisible() : boolean |

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| Player |
| -Name: String  -Hand: Hand  -Money: int  -Bet: Double  -isBust : Boolean |
| +getMoney() : int  +getName() : String  +setMoney(m:int)  +setName(n:String)  +bet(m:int) |

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| Deck |
| -Cards: ArrayList<Card> |
| -Init()  +getDeck() : ArrayList<Card> |

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| Dealer :: Player |
| -at17() : Boolean  -hitCount : int |
| +start()  +deal()  +isAt17(): boolean |

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| Shoe |
| -Decks : ArrayList<Deck> |
| -Init()  +getShoe() : +ArrayList<Deck> |

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| Hand |
| -hand : ArrayList<Card> |
| +getHandTotal() : int  +isOver21() : boolean |

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| BlackJack |
| Player: Player  Dealer: Dealer |
| Main(args: String[]) |