

Lab Goal : This lab was designed to teach you more object oriented programming and how to write a larger game.

Lab Description : Write a Dealer class that extends the Player class. Show that Dealer works as intended by instantiating a Dealer in the game class and using the Dealer to play a game of BlackJack.

```
public class Dealer extends Player
{
    //define a deck of cards

    public Dealer() {
    }

    public void shuffle()
    {
        //shuffle the deck
    }

    public Card deal(){
        return null;
    }

    public int numCardsLeftInDeck()
    {
        return 0;
    }

    public boolean hit()
    {
        return false;
    }
}
```



Sample Output (DealerTestOne.java)

```
PLAYER
Hand Value :: 16
Hand Size :: 2
Cards in Hand :: hand = [ACE of SPADES | value = 11
    FIVE of SPADES | value = 5] - 16

DEALER
Hand Value :: 17
Hand Size :: 2
Cards in Hand :: hand = [ACE of CLUBS | value = 11
    SIX of DIAMONDS | value = 6] - 17

Dealer has bigger hand value!
```