Sequence Diagrams

1. Initializing Blackjack

In this sequence diagram, there are four objects. First there is the Blackjack object, which is kind of the game manager that allocates cards and manages the player and dealer. Blackjack initializes itself at first to call the appropriate construction methods to generate the players, the dealer and the pack of cards. Next it calls the method “kartenHolen()”, which is in the card deck object, to allocate it to the player object and the dealer object (kartenZuweisen()). After allocating the cards, the Blackjack object, which is also the “User Interface Handler” here, will display the cards (spielkartenAnzeigen()) if the blackjack rules comply.