```
PStats
 + PStats()
 + PStats()
 + ~PStats()
 + operator=()
 + operator+()
 + operator<()
 + add()
 + getRate()
 + setAll()
 + getAll()
         #stats
     Player
# name
# hand
# funds
# bet
+ Player()
+ Player()
+ ~Player()
+ wantHit()
+ dispHand()
+ addCard()
+ getVal()
+ isBust()
+ clear()
+ setBet()
  and 11 more...
    Human
```

+ Human() + wantHit() + dispHand()