

### Woo

- + static boolean checkInString(String[] s, String x)
- + static double getValidBet(Player player, double bet)
- + static void main(String[] args)

### Player

- String name
- double \_bal
- int \_winStreak
- int \_loseStreak
  
- + Player(String newName, double newBal)
- + double checkBal()
- + void win(double x)
- + lose(double x)

### Blackjack

- final String[] suits = new String[4]
- final int[] nums = new int[13]
  
- double \_bal
- double \_bet
- ArrayList<Integer> \_playersHand = new ArrayList<Integer>();
- ArrayList<Integer> \_dealersHand = new ArrayList<Integer>();
- String[] \_deck = new String[52];
- String \_aces = "high"
  
- + Blackjack(Player player)
- + double getBet()
- + void setBal(double x)
- + void swap(String[] s, int a, int b)
- + void shuffle()
- + void createDeck()
- + int drawCard()
- + int totalValue(ArrayList<Integer> a)
- + void printHand(ArrayList<Integer> hand)
- + boolean Play()
- + void HitOrStand(int i)

### Roulette

- final String[] wheel = new String[38]

- String USERCOLORBET
- String USERNUMBET
  
- + static String spin()
- + static boolean winColor(String color)
- + static boolean winNumber(String num)

### **RouletteDriver**

- + static void main(String[] args)

### **Slots**

- String[] slot1 = new String[6]
- String[] slot2 = new String[6]
- String[] slot3 = new String[6]
  
- + void spin()
- + boolean miniWin()
- + boolean jackpot()
- + void lose()
- + static void printJackpot(double numBet)
- + static void printMini(double numBet)
- + static void main(String[] args)