Made with Lucidchart for readability :)

Dealer

- + hand: list
- + hand_value: int
- + __init__(self)
- + add_card(self, card)
 - + calc_card_value(card): int
- + would hit(self): bool
- + check_if_bust(self): bool
- + stats(self): string

Player

- + strategy: int
- + hand: list
- + hand_value: int
- + chips: int
- + init (self, strategy chips)
- + would_hit(self, table_thand = None): bool
- + add_card(self, card)
 - + calc_card_value(card): int
- + def game end(self, bet)
- + def win_loss(self)
- + check_if_bust(self): bool
- + stats(self): string