

Player
<ul style="list-style-type: none">• Private String : Name• Private Int : Age• Private PlayerAccount : UserAccount
<ul style="list-style-type: none">• Public String getName()• Public int getAge()• Public setName() : String• Public setAge() : Int• Public luckBoost()

Account
<ul style="list-style-type: none">• Private Int : Balance
<ul style="list-style-type: none">• Public int getBalance()• Public int withdrawal() : int• Public int Deposit() : int

Player Account extends Account
<ul style="list-style-type: none">• Private Int : Earnings
<ul style="list-style-type: none">• Public String Exit()• Public int getEarnings()

A player account is like any game's account, except that it keeps track of the players earnings and sends them home when they are out of money.

Interface Card
<ul style="list-style-type: none"> • Private Account : Game Account
<ul style="list-style-type: none"> • Public Deal()

Interface Dice
<ul style="list-style-type: none"> • Private Account : Game Account
<ul style="list-style-type: none"> • Public Int Roll()

Interface RandomNum
<ul style="list-style-type: none"> • Private Account : Game Account

Interface GameMachine
<ul style="list-style-type: none"> • Private Account : Game Account
<ul style="list-style-type: none"> • Public Spin() • Public Jackpot()

Abstract Game
<ul style="list-style-type: none"> • Private Int PlayCost
<ul style="list-style-type: none"> • Public int getPlayCost() • Public String about() • Public playGame() • Public win()

Each Game Class extends Game and implements the appropriate interface for its category.