

**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a larger game.

**Lab Description :** Write a Dealer class that extends the AbstractPlayer class. Show that Dealer works as intended by instantiating a Dealer in the game class and using the Dealer to play a game of BlackJack.

```
//define Dealer class
```

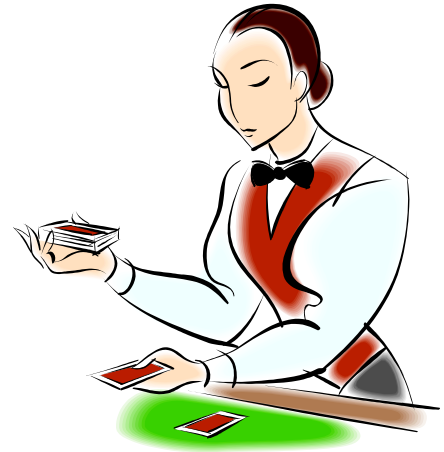
```
//instance variable - Deck
```

```
//constructors
```

```
//shuffle method
```

```
//deal card method
```

```
//hit method
```



### Sample Output ( DealerTestOne.java )

```
PLAYER
Hand Value :: 16
Hand Size :: 2
Cards in Hand :: hand = [ACE of SPADES | value = 11
    FIVE of SPADES | value = 5] - 16

DEALER
Hand Value :: 17
Hand Size :: 2
Cards in Hand :: hand = [ACE of CLUBS | value = 11
    SIX of DIAMONDS | value = 6] - 17

Dealer has bigger hand value!
```

