Program

Methods
+ Main(string[] args)

GameTable

Fields
- _throwPile: Stack<Card>
- _playersPlaying: List<Player>
- _deck: Stack<Card>
- dealer: Dealer
- _numberOfPlayers: int

Properties
+ NumberOfPlayers {get; set;}: int

Methods
+ GameTable(int numberOfPlayers)
+ StartGame(): void
- StartPlayRound(): void
- PrintGameRoundResultWithoutDealer
(bool ifPlayerWon, Player player, Dealer dealer): void
- PrintGameRoundResultWithDealer
(bool ifPlayerWon, Player player, Dealer dealer)
- PrintPlayerCardInConsole(Player player): void
- DealCardsToPlayer(Player player): void
- EmptyPlayerHand(Player player): void

Deck

Fields
+ cards: Stack<Card>

Methods
+ CreateDeck(): void
+ ShuffleDeck(Stack<Card>): Strack<Card
+ TakeCardFromDeck(Deck deckOfCards

Card

Properties
+ Suit {get;}: Suit
+ Rank {get;}: Rank
+ Value {get;}: (int) Rank

Methods
+ Card(Suit suit, Rank rank): String
+ ToString(): String

Rank

Enum
Two : 2
Three
Four
Five
Six
Seven
Eight
Nine
Ten
Jack
Queen
King
Ace

Suit

Enum
Spades
Hearts
Diamonds
Clubs

Player

Fields
- _hand: Hand
- _handvalue: int
_name: string
_stopvalue: int

Properties
+ PlayerHand {get;}: Stack<Card>
+ PlayerHandValue{get; set;}: int
+ StopValue {get; private set;}: int

Methods
+ Player(String name)
+ GetCard(Card card): void
+ TotalValueOfCards(): void
- FindAceCardsAndChangeValue(int su

Dealer

Methods
+ Dealer() : base(String "Dealer")

*_hand

Hand

Fields
- _cardsOnHand : Stack<Card>

Properties
+ CardsOnHand {get;}: Stack<Card>

Methods
+ GetCard(Card card): void