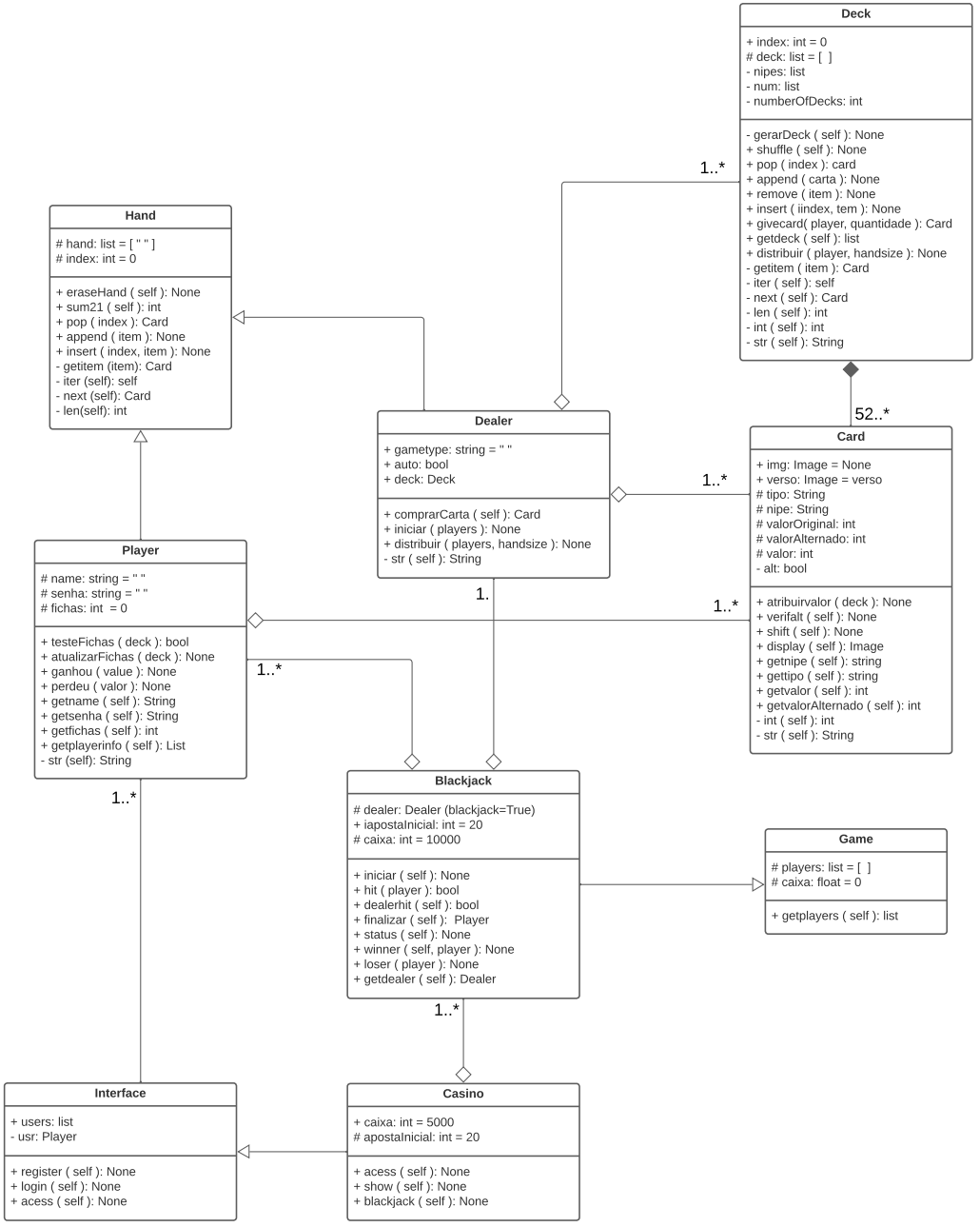
Deck
+ index: int = 0
# deck: list = [ ]
- nipes: list
- num: list
- numberOfDecks: int
- gerarDeck (self): None
+ shuffle (self): None
+ pop (index): card
+ append (carta): None
+ remove (item): None
+ insert (iindex, tem): None
+ givecard(player, quantidade): Card
+ getdeck (self): list
+ distribuir (player, handsize): None
- getitem (item): Card
- iter (self): self
- next (self): Card
- len (self): int
- int (self): int
- str (self): String
1..*
52..*
Hand
hand: list = [" "]
index: int = 0
+ eraseHand (self): None
+ sum21 (self): int
+ pop (index): Card
+ append (item): None
+ insert (index, item): None
- getitem (item): Card
- iter (self): self
- next (self): Card
- len(self): int
Dealer
+ gametype: string = " "
+ auto: bool
+ deck: Deck
+ comprarCarta (self): Card
+ iniciar (players): None
+ distribuir (players, handsize): None
- str (self): String
1..*
Card
+ img: Image = None
+ verso: Image = verso
# tipo: String
# nipe: String
# valorOriginal: int
# valorAlternado: int
# valor: int
- alt: bool
+ atribuirvalor (deck): None
+ verifalt (self): None
+ shift (self): None
+ display (self): Image
+ getnipe (self): string
+ gettipo (self): string
+ getvalor (self): int
+ getvalorAlternado (self): int
- int (self): int
- str (self): String
Player
name: string = " "
senha: string = " "
fichas: int = 0
+ testeFichas (deck): bool
+ atualizarFichas (deck): None
+ ganhou (value): None
+ perdeu (valor): None
+ getname (self): String
+ getsenha (self): String
+ getfichas (self): int
+ getplayerinfo (self): List
- str (self): String
1.
1..*
1..*
1..*
Blackjack
dealer: Dealer (blackjack=True)
+ iapostaInicial: int = 20
# caixa: int = 10000
+ iniciar (self): None
+ hit (player): bool
+ dealerhit (self): bool
+ finalizar (self): Player
+ status (self): None
+ winner (self, player): None
+ loser (player): None
+ getdealer (self): Dealer
Game
players: list = [ ]
caixa: float = 0
+ getplayers (self): list
1..*
Interface
+ users: list
- usr: Player
+ register (self): None
+ login (self): None
+ acess (self): None
Casino
+ caixa: int = 5000
# apostaInicial: int = 20
+ acess (self): None
+ show (self): None
+ blackjack (self): None