

State: We looked at phases of playing Blackjack, and we found that we can use State to handle the turns and phases: BettingPhase, PlayHandPhase, SplitHandPhase, and DealerHandPhase. The State will have a handle method called play().

Memento: We need to save the state of the Table, and we found that Memento can handle the saveGame and loadGame methods. GameOriginator will serve as the Originator, Memento will serve as getting/settingState, and our Database will serve as Caretaker.

New Class Diagram:

