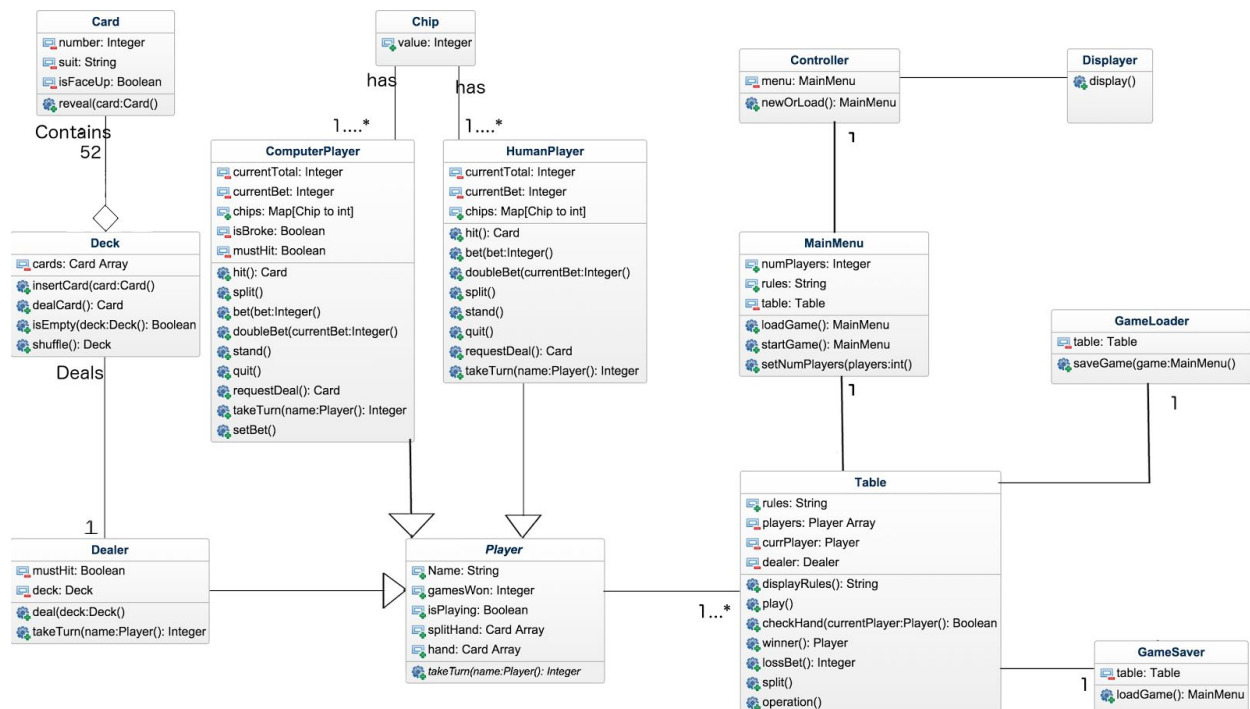


Object-Oriented Project Part 2 - GROUP

Team: Nolawee Mengist
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Theerarun Tubnonghee (Steve)
Jose Escobar

Title: Blackjack!

Class Diagram from Part 2



Refactor: Chip

Since Chip class is only containing the value attribute as integer which is an example of anti-pattern, so we refactor it and change it to Chips class which its attribute is chips as mapping integer to integer.

Design Patterns: State and Memento

State: We look at phase 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. GameSaver will serve as Originator, Memento will serve as getting/settingState, and our Database will serve as Caretaker.

New Class Diagram:

