**Homework #5**

**Assigned Date:** April 6,2019

**Due Date:** April 15,2019

Posting ID |5|6|0|8|-|6|5|7|

1. Creating the proper objects which would be the dealer and the deck of cards and the player. Then after this I would go through a quick game of blackjack to show the communication between each of the actor and objects. Going from the initiation of the player to start the game all the way until the lifeline of the player is gone since the game has ended. The message will go from the player object to the dealer obj then the deck of cards object and this will keep repeating until all lifelines die and the game ends with the dealer gives the prize.
2. There will be 5 total objects, 3 players, the dealer and the deck of cards. Each with their own lifeline that will be terminated as time goes on, the most terminated lifelines will be the players and the dealer since these objects can objectively lose the game by going bankrupt.
3. The sequence diagram shows the actions taken by each object with a great emphasis on the timing of each action. However, we only see one possibility of the whole interaction between all objects, but it makes up for it for the precision that it gives with the time and space constraints of each object. The state machine diagram compliments this by showing HOW the objects actions can affect the entire system. This allows for the entire system to show all the possibilities that can happen while the system is going on.