

KMOM03

CLASSES

Class Card presents a card, has properties: face, suit, and value.

Class Hand contain zero to several Card objects, can calculate total value of all cards.

Class Desk contains 52 to zero cards of fore suits, cards can be taken from the Desk.

Class Player can get one card at time, can have one or several cards I hand (Hand), can make set (int).
Has properties: set, profit.

Class Bank extends from Player can contain a cards desk (Desk), can deal cards from desk (one at time),
can make set (int), can have one or several cards I hand (Hand). Has properties: set, profit.