



The Person class is the parent class for Dealer and Player, and it contains the basic information ID and balance, the benefit is that we can reuse these code and if we need future change, we only need to change the Person class.

The Dealer class realizes the deal method and the auto hit method and has its own attribute: cards, it stores the cards the dealer has. And the Dealer class also realizes the related functions of cards, including get, clear, add, print.

The Player class has four methods which is hit, stand, spilt and doubleUp, and one chooseAction method to select these choices, the Player class also has cards attribute which has the same meaning of the Dealer class, and the related functions of cards: get, set, clear, add, print

The Card class contains three attributes: suit, realValue, and value which stands for cards suit, true card value and the value in blackjack game, it also provides the

related function to access these attributes.

The Cards class provide the shuffle function and pop function to provide a random permutation of 52 cards.

The play class set the logistic for the game.

The Judge class contains the rule for the game, so if we want to change the rule in the future, we just need to change this class.

The Main class provides the game process.

Input sample:

Please choose dealer. Input 1 or 2

1 - computer.

2 - randomly from players.

1

Please input the number of players:

2

Please input the balance for each player:

2

Player 1 please input your bet:

1

Player 2 please input your bet:

1

=====NEW GAME START=====

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Do you want to cash out? Please input 0 or 1

0 - No. I want to continue.

1 - Yes. Cash out.