**Class BlackJack:**

It’s the game which passes all the information as needed to all the classes

Local Variables:

* + - deck: assigns the class Deck to deck
    - UI: assigns the class userinterface to UI

Its methods are:

* + - playGame: Starts the game
    - playRound: Starts the round

**Class Deck:**

Holds all the deck information (like number of cards in the deck and the cards themselves) it also scores the rounds.

Local Variables:

* + - mainDeck: the number of cards in the deck
    - sumCap: is the number “21” which is the score that cannot be exceeded in a round
    - sumMin: is the number “12” which is the score the player must exceed to win a round

Its methods are:

* + - getMainDeck: gets the number of cards in the deck
    - decreaseMainDeck: decreases the number of cards in the deck by the number of cards dealt to the player over the course of the game
    - score: evaluates the hand and returns the score of the hand for the round
    - dealtCards: keeps track of the cards and returns the cards dealt to player

**Class Statistics:**

This class keeps track of the scores and rounds over the course of the game.

Local variables:

* + - allScores: Keeps track of all the scores over the course of the game
    - allRoundsPlayed : Keeps track of all the rounds played in a game

Its methods are:

* + - addScores: adds the score of each round to allScores for averaging
    - addRoundsPlayed: adds the rounds played to allRoundsPlayed for averaging
    - average: calculates the average of the final score

**Class UserInterface:**

This class interacts with the player by prompting displays as needed.

Its methods are:

* + - gameIntro: prints the intro to the game along with the rules
    - roundQuestion: checks if the player wants to play a round
    - displayScore: prints out the score of the rounds and final score to the player
    - displayCard: prints out the dealt cards to the player
    - endGame: prints out the results of the game such as the final score.