List of Class Duties:

**Game**

* Request players’ bets.
* Determine hit/stay/double/split
* Determine win/lose
* Possible limits to think about:  
  max 3 players  
  split hands only once
* Ask dealer to make a choice (behind the scenes)
* Prompt/ask for input on any other descisions?

**Player**

* Player(String name)
* Has ArrayList<Hand>
* Has a name
* getNumberOfHands()
* getHand()
* Has a wallet //keeps track of cash. Need to come up with a starting amount of $$

**Dealer**

* Dealer()
* Extends Player
* Automate decisions based on score

**Deck**

* Deck() //creates a deck of 52 cards
* Deck(int) //creates a deck of (52 \* <int>) cards
* Deck is an ArrayList of type Card
* Shuffle/fill the deck (refill with the list of cards)

-getCard(): return Card type //also, removes that card from the deck so it cannot be reused

- getSize(): return int type // that is, number of cards in deck

- isEmpty(): return boolean //optional…essentially the same as getSize() == 0

**Hand**

* Hand is an ArrayList of type Card
* Hand(Card) //adds a single card to initial hand (used for dealer most likely)
* Hand(Card, Card) //adds two cards to initial hand
* getPoints(): return int //sum of facevalues (what about Ace??)
* isSplittable(): return boolean
* split(): return Hand //if isSplittable(), make new hand for player and move one card from current hand to the new hand.
* addCard(Card)

**Card**

* Card(int, char, int) //card number, suit, face value
* Has a number (A, 2, 3…J, Q, K)

getNumber(): return int

* Has a suit (Hearts, Spades, Clubs, Diamonds)

getSuit(): return char

* Has a face value (A = 1 or 11, 1…10 = 1…10 respectively, J, Q, K = 10)

(not entirely sure what we are going to do to deal with ace issue? Feedback???)

getFaceValue(): return int