BlackJack Class Diagram   13 Apr 08

Card:
- face - str
- suit - str
- value - int

Deck:
- deck[] - Card:
- topCard - int
- shuffleDeck()
- setTopCard(int)

Hand:
- hand[] - Card:
- score - int
- scoreList[]
- countAces()
- scoreHand()
- acesScoring()
- dispScore()
- dispHand()
- dispDealerHand()

Player:
- playerHand - Hand:
- name - str
- pocket - int
- state - str
- newHand(Hand)
- placeBet(int)
- winBet(int)
- dispStash()

Bet:
- amount - int
- odds - float
- payout - int
- setBetAmt(int)
- calcPayout()
- betInput(int)
- dispPayout()

Game:
- player - Player:
- dealer - Player:
- initialDeal(Deck:)
- hit(Player:, Deck:)
- playerInput()
- playAgain()