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**EECS 448 Project 3 – UML Modeling Diagram**

The design of our prototype can be modeled with a use-case diagram, which illustrates the interaction between the user and the dealer (AI) in single player mode.

Use-case diagram:

Blackjack Game

End game at 0 or 100 chips

Repeat steps 1-5 until user wins or loses

…

Win/Lose round

Hit/Stay

Pick chips

Compare cards

Deal cards

**DEALER**

**USER**