# UML

**CLASS: HAND**

Attributes: cards

methods: add(card), value(),
is_busted, _repr_()

**CLASS: CARD**

Attributes: suit, rank

methods: value(), repr_()

*uses* (HAND → CARD)

**CLASS: DECK**

Attributes: cards, suits, ranks,
plastic_card_index, quiet

methods: build_deck(), shuffle(),
draw_card()

*owns* (DECK → CARD)

*has* (→ HAND)

**CLASS: BLACKJACKGAME**

Attributes: num_players, rounds,
deck, dealer, players, rounds

methods: play(), play_round(),

*uses* (BLACKJACKGAME → DECK)

*uses* (→ PLAYER)

**CLASS: PLAYER**

Attributes: name, chips, hand

methods: play(deck)

*runs* (PLAYER → DECK)

*runs*

**CLASS: NEW PLAYER**

Attributes: name, chips, threshold,
running_count

methods: card_count_value(card),
update_count(visible cards),
play(deck, visible cards)

*inherits* (NEW PLAYER → PLAYER)

**CLASS: DEALER**

Attributes:

methods: play(deck)

*inherits* (DEALER → PLAYER)

**CLASS: NEWTESTGAME**

Attributes: deck (quiet), dealer,
new_player, other_players,
players, rounds, verbose

methods: play(), play_round(),

**CLASS: VETERANTESTGAME**

Attributes: rounds, deck, dealer,
veteran_player, other_players,
players

methods: play(), play_round()

**CLASS: VETERAN PLAYER**

Attributes: name, chips, count

methods: card_count_value(card),
update_count(visible_cards),
play(deck, visible_cards)

*inherits* (VETERAN PLAYER → PLAYER)