Card

- suit: str
- rank: str

+ __init__(suit, rank)
+ __str__() - str

Deck

- cards: List[Card]
- num_decks: int
- plastic_index: int

+ __init__(num_decks=6)
+ shuffle()
+ draw_card() - Card

Hand

- cards: List[Card]

+ __init__()
+ add_card(card: Card)
+ get_value() - int
+ __str__() - str

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Player

- name: str
- chips: int
- hand: Hand
- is_human: bool

+ __init__(name, chips=100, is_human=False)
+ hit(card: Card)
+ get_hand_value() - int
+ clear_hand()

Extends

Extends

HumanPlayer

(inherits Player)

CardCountingPlayer

(inherits Player)

- count: int
- threshold: int

+ __init__(name, chips=100, threshold=0)
+ update_count(card: Card)
+ decide_hit() - bool

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BlackjackGame

- deck: Deck
- players: List[Player]
- dealer: Player

+ __init__(num_players=1, include_human=False, include_card_counter=False, threshold=0)
+ initial_deal()
+ play_players()
+ play_dealer()
+ play_human(player: Player)
+ show_hands(reveal_dealer=False)
+ reset_hands()
+ play_round()