**Game**

* players: List
* dealer: Dealer
* running: bool
* verbose: bool

**Hand**

* cards: List

+ add\_card()

+ get\_value()

+ is\_busted()

+ clear()

**Player**

* name: Strings
* chips: int
* hand: Hand

+ buy\_chips()

+ receive\_card()

+ clear\_hand()

+ get\_hand\_value()

+ make\_bet()

**CardCounterPlayer2**

* q\_table: Dict
* epsilon: float
* alpha: float
* gamma: float
* state: Tuple [int, str]
* action\_space: List
* action: str

**CardCounterPlayer**

* card count: int

+ count\_card()

+ make\_decision()

**HumanPlayer**

**Dealer**

* deck: Deck
* hand: Hand

+ deal\_card()

+ deal\_initial\_cards()