Name: Xiaomeng Cao

Description: BlackJack will use array list to hold card image, and it will have card, deck, player to form a game environment, and game class will be the driver.

Structure and what each class does

1. Game. java
2. It represents the game itself, including the GUI.
3. hitPlayer will get and display the card of player
4. hitDealerDown will display a back of card
5. hitDealer will get and display the card of dealer
6. deal represents the function deal in the game, and when the card number over 15, it will shuffle
7. check winner will determine who is the winner
8. [Player.java](http://introcs.cs.princeton.edu/java/36inheritance/Player.java.html)

It represents one of the blackjack players, either the dealer or the gambler.

1. Deck. java

[It](http://introcs.cs.princeton.edu/java/36inheritance/Deck.java.html) represents a deck of 52 playing cards.

1. Card. java

It represents one of the 52 playing cards.

Sample output – what it will look like

Output will be a simple game with GUI

What Data Structures that we have studied have been used in this Final Project

Array List to hold 52 card images