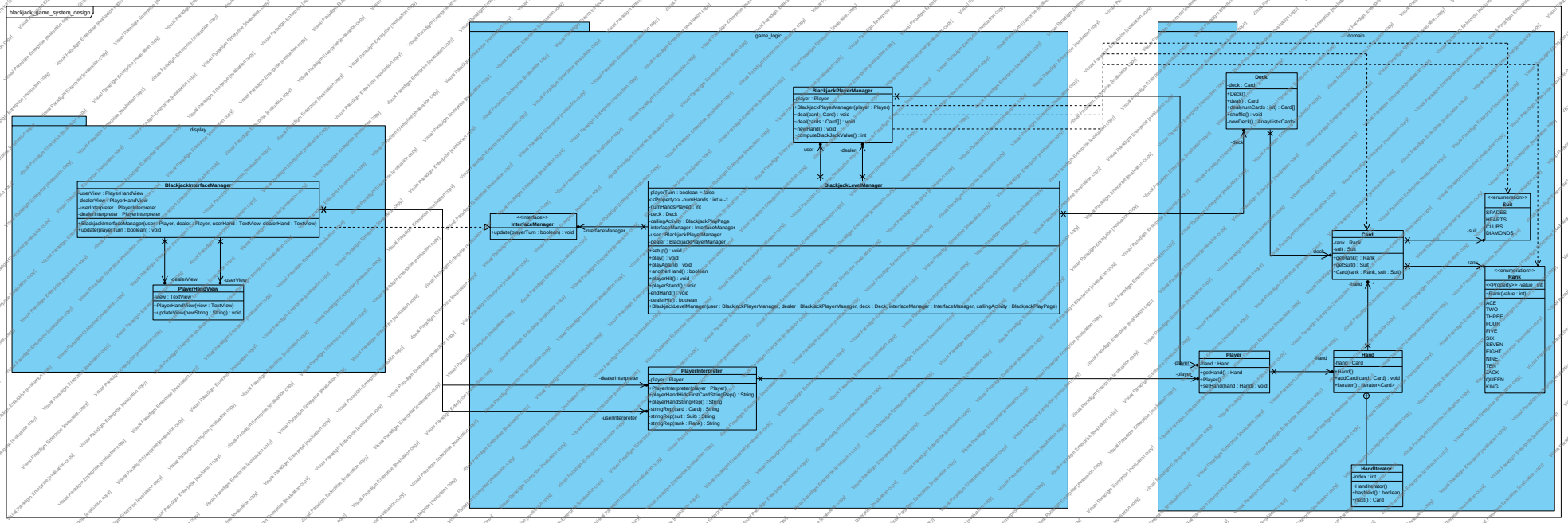
blackjack_game_system_design
display
BlackjackInterfaceManager
-userView : PlayerHandView
-dealerView : PlayerHandView
-userInterpreter : PlayerInterpreter
-dealerInterpreter : PlayerInterpreter
+BlackjackInterfaceManager(user : Player, dealer : Player, userHand : TextView, dealerHand : TextView)
+update(playerTurn : boolean) : void
-dealerView
-userView
PlayerHandView
-view : TextView
+PlayerHandView(view : TextView)
+updateView(newString : String) : void
game_logic
BlackjackPlayerManager
-player : Player
+BlackjackPlayerManager(player : Player)
-deal(card : Card) : void
-deal(cards : Card[]) : void
-newHand() : void
-computeBlackJackValue() : int
-user
-dealer
<<Interface>>
InterfaceManager
+update(playerTurn : boolean) : void
-InterfaceManager
BlackjackLevelManager
-playerTurn : boolean = false
<<Property>> -numHands : int = -1
-numHandsPlayed : int
-deck : Deck
-callingActivity : BlackjackPlayPage
-interfaceManager : InterfaceManager
-user : BlackjackPlayerManager
-dealer : BlackjackPlayerManager
+setup() : void
+play() : void
+playAgain() : void
+anotherHand() : boolean
+playerHit() : void
+playerStand() : void
+endHand() : void
-dealerHit() : boolean
+BlackjackLevelManager(user : BlackjackPlayerManager, dealer : BlackjackPlayerManager, deck : Deck, interfaceManager : InterfaceManager, callingActivity : BlackjackPlayPage)
-dealerInterpreter
-userInterpreter
PlayerInterpreter
-player : Player
+PlayerInterpreter(player : Player)
+playerHandHighFirstCardStringRep() : String
+playerHandStringRep() : String
-stringRep(card : Card) : String
-stringRep(suit : Suit) : String
-stringRep(rank : Rank) : String
domain
Deck
-deck : Card[]
+Deck()
+deal() : Card
+dealNumCards(num : int) : Card[]
+shuffle() : void
-newDeck() : ArrayList<Card>
-deck
-deck
Card
-rank : Rank
-suit : Suit
+getRank() : Rank
+getSuit() : Suit
+Card(rank : Rank, suit : Suit)
-suit
-rank
-hand
<<enumeration>>
Suit
SPADES
HEARTS
CLUBS
DIAMONDS
<<enumeration>>
Rank
<<Property>> -value : int
-Rank(value : int)
ACE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN
JACK
QUEEN
KING
-Player
-Player
Player
-hand : Hand
+getHand() : Hand
+Player()
+setHand(hand : Hand) : void
-hand
Hand
-hand : Card
+Hand()
+addCard(card : Card) : void
+Iterator() : Iterator<Card>
HandIterator
-index : int
+HandIterator()
+hasNext() : boolean
+next() : Card