## Card

Instance Vars	Methods
- String suit: the suit of the card	+ getSuit() -> returns the suit of the player
- int value: the card value(Jack - 11, Queen - 12, King - 13, Ace - 14)	+getValue() -> returns the value of the player

## Player

Instance Vars	Methods
- Card[] hand: player's hand	+(Card[]) getCards() -> returns two cards in your hand right now
- String name: name of the user	+ void dealHand() -> gives player two cards

## • CasinoGame(abstract class)

Instance Vars	Methods
(protected) double balance: calculates amount of money a player has	+ (boolean) isBroke() -> returns false if the user still has positive money left, true otherwise
	+ (double) getBalance() -> returns the current balance
	+ void play() -> to be implemented in the subclasses of CasinoGame
	+ void shuffle() -> shuffles the cards randomly

- Texas Hold'em Game extends CasinoGame
- Lowest -> Highest(Poker hierarchy)
  - o Lowest: 2 Highest: Ace
  - High card, one pair, two pair, three of a kind, straight, flush, full house, four of a kind, straight flush, royal flush

Instance Vars	Methods
-Card[] deck: the 52-card deck	+ boolean isRoyalFlush() -> checks if

there is a royal flush in the player's hand.
+ boolean isStraightFlush() -> checks if there is a straight flush in the player's hand
+ boolean isFourOfAKind() -> checks if there are 4 cards of the same value in the player's hand
+ boolean isFullHouse() -> checks if there are 3 cards of the same value and a pair of a different value exists in the player's hand
+ boolean isFlush() -> checks if there is a flush in the player's hand
+ boolean isStraight() -> checks if there is a straight in the player's hand
+ boolean isThreeOfAKind() -> checks if there are 3 cards of the same value in the player's hand
+ boolean isTwoPair() -> checks if there are two pairs in the player's hand
+ boolean isPair() -> checks if there is a pair in the player's hand
+ int highestCard() -> returns the value of the highest card

## Blackjack extends CasinoGame

Instance Vars	Methods
-Card[] deck: the 52-card deck	+ boolean isBusted(hand:boolean): checks if hand is busted (hand is true for player hand, false for dealer hand)
-int turn: whose turn it is	+ void hit(hand: boolean): takes another card from deck and adds to hand (hand is true for player hand, false for dealer hand)
	+ void stand(hand: boolean): no more cards can be added to hand (hand is true

for player hand, false for dealer hand)
+ boolean isBlackJack(hand:boolean): checks if hand is a blackjack (hand is true for player hand, false for dealer hand