Player

|  |  |
| --- | --- |
| +dealerHand : ArrayList<Integer> |  |
| +gamblerHand : ArrayList<Integer> |  |
| +dealerScore : int |  |
| +gamblerScore : int |  |
| +Player() |  |
| +cheer():String |  |
|  |  |
|  |  |
|  |  |
|  |  |

Dealer

|  |  |
| --- | --- |
| -cardToBeDealt : Int |  |
| +Dealer() |  |
| +dealCard(): int |  |
| cheer(): String | Over rides the abstract class cheer |
| clearDealerHand():void |  |
| addCardValueToDealerHand(val:int) : void |  |
| getDealerScore(): int |  |

Gambler

|  |  |
| --- | --- |
| +Gambler() |  |
| +cheer() : String | Over rides the abstract class cheer method |
| +clearGambersHand():void |  |
| +addCardValueToGamblerHand(val: int):void |  |
| getGamblerScore(): Int |  |

DeckOfCards

|  |  |
| --- | --- |
| +valueDealt : int |  |
| +deck: int[] |  |
| +count : int |  |
| +ranks : String[] |  |
| +DeckOfCards() | Initializes the deck |
| +getACard() : Int |  |
|  |  |

ExceptionClass

|  |  |
| --- | --- |
| +message : String |  |
| +ExceptionClass() |  |