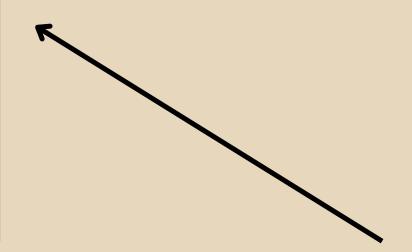
UML

Participant

- hand: Handname: String
- + setName(String name): void
- + getHand(): Hand
- + getName(): String
- + toString(): String
- + clone(): Participant
- + updateHandAfterRound(Deck d): void



Dealer

- + toStringWhenHidden(): String
- + clone(): Dealer

Player

- bank: Bank
- + getBank(): Bank
- + makeBet(String amount): void
- + setBettedMoney(String amount): void
- + addMoneyToBalance(String amount): void
- + addWinToBalance(): void
- + compareTo(Player o): int
- + toStringWithBank(): String
- + toStringOnlyBank(): String
- + clone(): Player

UML

Hand

- cardsInHand: Card[]
- valueOfCardsInHand: int
- + getCardsInHand(): Card[]
- + setCardsInHand(Card[] cardsInHand): void
- + getValueOfCardsInHand(): int
- + addCardsToCardsInHand(Card... newCards): void
- + toString(): String

Card

- suit: Suit
- -value: Value
- -intValue: int
- + createCardAndRemoveFromDeck(Deck deck): Card
- + appendCardsToArray(Card[] arr, Card... cards): Card[]
- + getValue(): Vlalue
- + getSuit(): Suit
- + getIntValue(): int
- + toString(): String
- + equals(Object o): boolean
- + clone(): Card