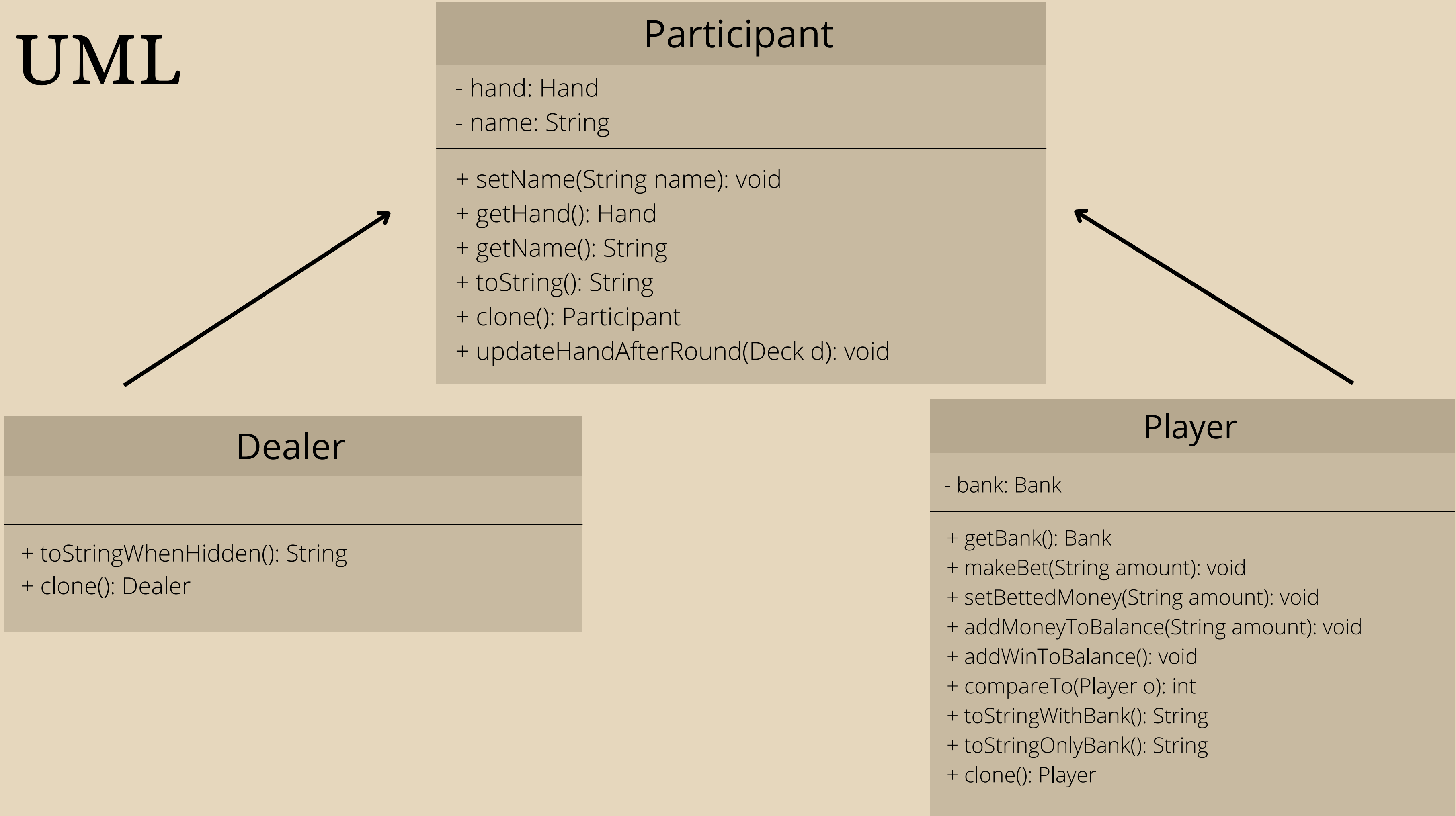


UML



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(): Vvalue
 - + getSuit(): Suit
 - + getIntValue(): int
 - + toString(): String
 - + equals(Object o): boolean
 - + clone(): Card