Class: Card	
Responsibilty	Collaboration
Initializes a single card with: • a suite • a rank • a value • visibility	Dealer Deck Game Hand User blackjackMain

Class: Game	
Responsibilty	Collaboration
Initializes a user, dealer, and deck in a game Can reset the game Places bets Deals a hand of cards to the user and dealer Player can stand or hit Hands are evaluated	Card Dealer Deck Hand User blackjackMain

Class: Chip	
Responsibilty	Collaboration
Initializes a value to a chip	

Class: Hand	
Responsibilty	Collaboration
Initializes a linked list of cards as a hand Has a size and number of aces Adds card to list and hand Can clear the list and hand Computes all the totals possible in the hand Finds the best score in the hand Determines the cards visibility	Card Dealer Deck Game User blackjackMain

Class: Dealer	
Responsibilty	Collaboration
Initializes a dealer's hand Sets the visibilty of the dealer's cards Gets the best score of the dealer's hand Has the ability to get or clear the dealer's hand	Card Game Hand blackjackMain

Class: User	
Responsibilty	Collaboration
Initializes a user's hand and amount of money Places bets Deals a hand of cards to the user with a visibility Gets the best score of the user's hand Has the ability to get or clear the user's hand Handles money	Card Game Hand blackjackMain

Class: Deck	
Responsibilty	Collaboration
Creates a linked list of all the cards, aka a deck Creates a linked list of all the cards taken from the deck Can shuffle or reset cards Pulls a card from the deck Can check if a deck has cards	Card Dealer Game Hand User blackjackMain

Class: blackjackMain	
Responsibilty	Collaboration
Loads the scenes for our GUI Plays or stops music	All of the FXML Files