BlackJackBetting -BLACKJACK: int -playerIndex: int -dealerIndex: int -balance: int -wager: int -hiddenCard: boolean -stay: boolean -myDeck: cardDeck -dealerHand: String [] -playerHand: String [] -adapter: RequestAdapter +BlackJackBetting() +getWager(): int +setWager(amount:int): void +getBalance(): int +setBalance(amount:int): void +printDeck():void -printPlayerCards(numCards:int): void -printDealerCards(numCards:int): void -playerTotal():int -dealerTotal():int -checkHands():boolean -automaticBJ():void -dealerWins(): void -playerWins(): void +getValue(card: String): int +shuffle: void -getCardsLeft():int -dealerPlay(): void -hit():void -hitDD():void -initializeHands():void -initialHand(): void -getBet():void -initialOption(): void -userOption(): void -userLimitedOption(): void +playBJ(): void +toString(): String +testValueFunction(): void +drawCard(): String +botGame(botfeed: ByteArrayInputStream,

botread:PrintStream): void

RunBJ

+main(args: String []): void

CardDeck

-DECKSIZE:int

-cards: String[]

-nextCard: int

-deck: int[]

+CardDeck()

+getDeckSize(): int

+setNextCard(value: int): void

+printDeck(): void +shuffleDeck():void

+getCard(): String

+getCardValue(checkCard: String): int

+getCardsLeftInDeck(): int +getCard(index: int): String

+toString(): String