Card – individual cards

Int value

Char suit (D, C, S, H)

Boolean reveal

Get/set

Print

Function reveal

Deck – collection of cards

Number of decks

Array of cards

Int count of remaining cards

getCard()

Shuffle()

reset()

Player

* Decision

Dealer

1 hand

Decision()

Reveal()

Normal Player

Array of hands

Decision (hit or stand)

Float bet

Float money

Split()

Double()

Status (playing/busted/others)

Hand – collections, specific to a player

* Array of cards
* getCard() – gets one card from the hand and transfer to another hand.

Game

* main
* Driver class.