

Card
Suit: int myNumber: int String[] numString
Card(suit,aNumber): getNumber() toString()

Deck
card[] myCard numCards: int
shuffle(): void printDeck(int numToPrint): void dealNextCard()

Player
String name Card[] hand numCards: int maxCardNum: int
emptyHand(): void addCard: Boolean getHandSum(): int printHand: boolean

Game
main

Suit (enum)
Hears Diamonds Spades Clubs