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Updated Design

This is an Android Studio project, so there is an xml file for the main activity as well as a MainActivity.java class. The xml file is the view, the MainActivity.java class is the controller.

The SimpleBlackJack project contains multiple models: Table, Dealer, Deck, and Card.

The Table class is the only model that interacts with the Main Activity. The Table houses the user's hand, the Dealer object, and acts as a hub that redirects things to their proper method.

The Dealer class is a part of the table and acts as a hub for anything that needs to happen to the dealer's hand. The user's hand is manipulated through Table.java while the dealer's hand is manipulated through Dealer.java.

The Deck class houses the 52 cards that are being drawn when a hit is requested. The Deck fills itself with Cards and is accessed by the Table of the Dealer when they want to draw.

The Card object houses the name, value, and suit of an individual card. This is the smallest and the farthest down the hierarchy one can go in SimpleBlackJack. It has basic methods to access its fields.