My program is based on six different classes.

Card Class – The card class has no dependencies, and simply represents a single card. It had a suit and card value, with 52 different possibilities.

Deck Class – This class will represent a deck of card. It functions as an array of Card objects that represent one of each of the 52 different cards. This class can have cards removed from the deck as the hands are being dealt in blackjack and can also reset between each game.

Hand Class – This class will function as the representation of the blackjack hand. It will have an array of cards that represent the hand of the player or dealer and will associate the point value for the number of cards in the hand.

Player Class – This class serves as the hand for the player and uses the hand class as the representation of the players hand. This class allows the player to hit or stay or deal a new hand.

Dealer Class – This class serves as the hand for the dealer and uses the hand class as the representation of the dealer’s hand. This class will automatically decide whether to hit or stay, and accept no decisions based on user preference.

Participant class – abstract class for methods shared by both the player and dealer

Game Class – This class will be the class that represents the current game. It will keep track of the dealer’s and player’s totals and then decide who wins the game. It will also process user requests to hit or stay and whether they want to end the game.