

My app uses two views, two controllers and Player, Blackjack, Deck and Card classes. The card class contains the definition of the of the cards in the deck. Each card has a suit and a value. The deck class contains the definition and functions in order to fill the deck with all fifty-two cards. Once the deck is filled with all fifty-two cards blackjack can be started. The player class contains all functions for both the player and the dealer. The player and dealer both have their own array list for their hands and their own totals for their hands. The blackjack class holds the holds the main functionality for the rules of the game. It decides what the value of a card is based on if it is a number or a face card. The first controller only works with the main menu and the second controller is the actual blackjack game. It controls the hit and stand button functionality as well as the new game button.