

Draw a UML class diagram and write a short description of your design. Submit the design description as a pdf by Thurs, Sep 27, 2018. The design description will identify your classes, their responsibilities (i.e., what does each class do), and which class uses which other class for carrying out its work.

To have a working Black jack game, I first decided on having a card and deck class. A card would have the attributes of all the different types of cards available in a deck: a list of cards (52 in total) with specific amounts of these different cards. Then in order to even play the game we need a player class: this will act as the base for the dealer and player with methods that keep score and hold rules intact- along with communicating between the app's buttons in the activity\_main.xml file (along with other .xml files like color.xml, string.xml, style.xml). Then we have our final java class that holds the whole game together: Blackjack.java will be the 'model' and hold all the methods needed to actually play the game (aka to take turns and to deal cards and have a method that checks if the cards sum up to 21 (like is21())). MainActivity.java is the controller that connects the java classes and xml files in order for them to work together and make the app work.