

| Card |
|---|
| -cardName: string -cardvalue; int -suit: string |
| +getCardValue(): int +getCardName(): string +getSuit(): string +setCardValue(n: int): void +setCardName(n: string): void +setCardSuit(s: string): void |

| Hand |
|--|
| -cip: int -score: int -cards: list<Card> |
| +Hand(): +~Hand(): +Hand(object: Hand&): +getCardsVal(pos: int): int +getCardsNam(pos: int):string +getCardsSu(pos: int): string +setCardsVal(pos: int, val: int): void +setCardsNam(pos: int, s: string): void +setCardsSu(pos: int, s: string): void +drawCard(pos: int): void +aceGet(pos: int): virtual void +setScore(pos: int): void +getScore(): int +setdf21(): void +getdf21(): int +cippp(): void +getCip(): int +operator < (const Hand&): bool +operator > (const Hand&): bool +operator == (const Hand&): bool |

| BadPos |
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| BadChoice |
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| Player |
|---|
| -aceResult: int |
| results(int, int, int, int): void aceGet(): void getAceRes(): int |

