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| Card |
| <ul style="list-style-type: none"> - Suit: String - Value: int (Ace has two values) - Name: String |
| <ul style="list-style-type: none"> + Card (suit: String, name: String) + getSuit() : String + getName() : String + getValue() : int + adjustValue() : int + toString() : String |

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| Deck |
| - deck: ArrayList <Card> |
| <ul style="list-style-type: none"> + Deck + getShoe() : Card + toString : String + draw() + shuffle() + numCards() : int + reshuffle() |

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| Shoe |
| - shoe : ArrayList (Card) (Number of decks) |
| <ul style="list-style-type: none"> + Shoe (deck i) + getShoe() : Card + toString : String + removeCard() + shuffle() + numCards() : int + addDeck(Deck t) void + reshuffle() |

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| Hand |
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| <ul style="list-style-type: none"> - hand : ArrayList(Card) - value : int |
| <ul style="list-style-type: none"> + Hand (randomly select and remove two cards from the shoe) + getHand() + sum/adjuster() + bust() : boolean + isBlackJack() : boolean + toString() : String + getValue() : int + addCard() + numCards() : int + reset() |

| Player |
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| <ul style="list-style-type: none"> - hand : hand - bankRoll : int - name : String |
| <ul style="list-style-type: none"> + Player (String name, int bankRoll) + Stand() + Hit(Card c) + Bet() int + Split() + doubleDown() + getBankRoll() + toString() : String |

| Dealer |
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| <ul style="list-style-type: none"> - hand : hand + Players : player - name : String - shoe : shoe |
| <ul style="list-style-type: none"> + Dealer () + Shuffle() + DealerPlay() + PayOut() + getNumPlayers() + toString() : String + endGames() |

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| <ul style="list-style-type: none">+ newGame()+ isBust()+ dealCard() + StartGame() - shuffle/resuffle, collect bets, deal card, check blackjack+ PlayersTurn() - hit or stand+ DealersTurn()+ GameOver/Payout() |
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| Game |
| <ul style="list-style-type: none">- hand: hand- deck: deck-dealer: dealer |
| <ul style="list-style-type: none">+ intro screen+ round+ saveGame+ rules |