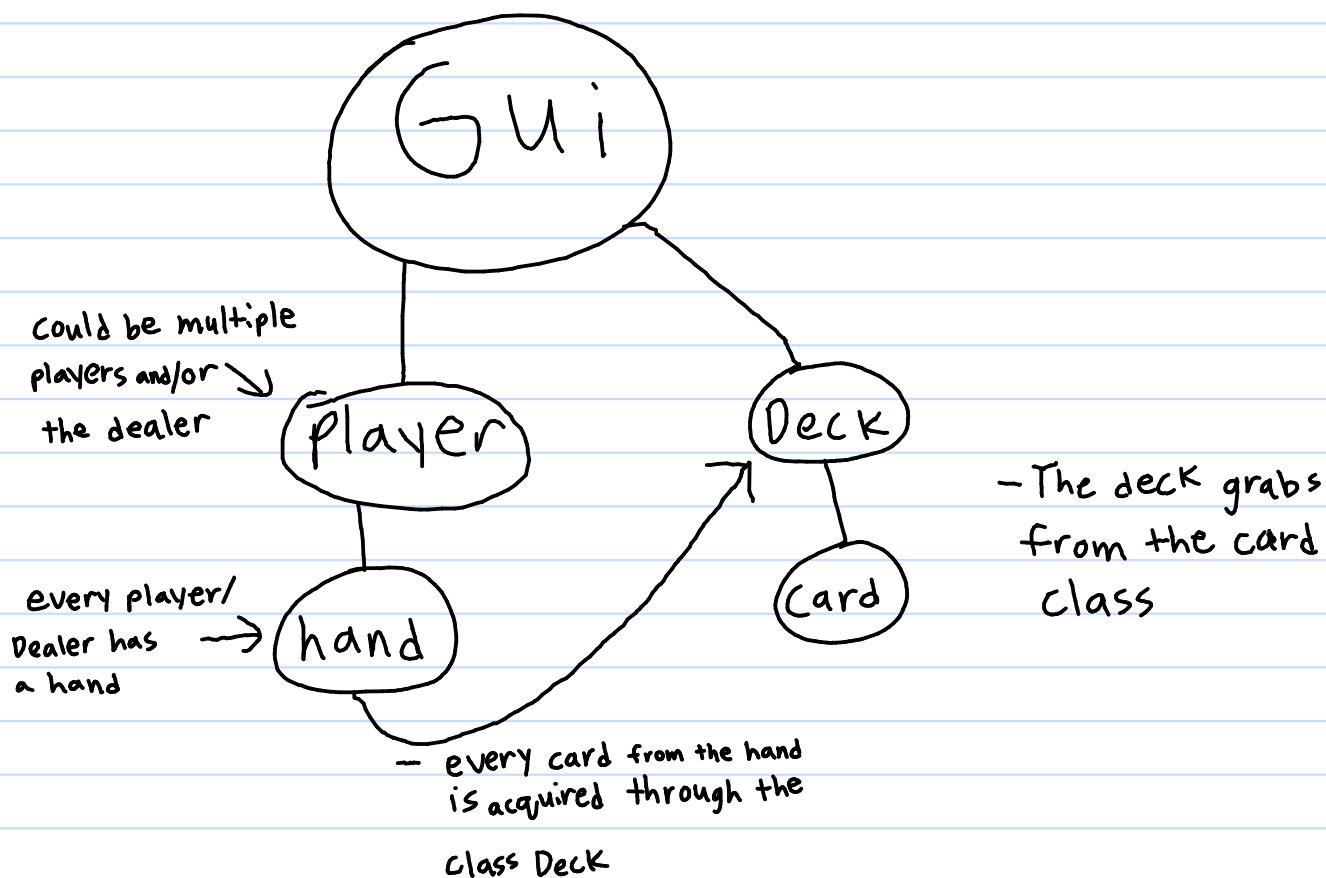


This explains the basic layout of the blackjack game. This should tell you how the program works, programming wise.

Legend

(circle)
○ = class

| = accessing the class through an object of the previous class



- the hand also handles the card gui labels since the card only needs a label when it is drawn from the deck