

Cards	
-value:	int
-card_name:	str
-suit:	str
-symbol:	str
-color:	str
-deck:	str
#is_hidden:	boolean

has Cards
(composition)

Deck	
#deck_of_cards:	list
-create_deck()	
#show_deck()	
#shuffle()	
#deal()	

Person	
+person_type:	str
+chips:	str
+person_name:	str
#introduce_self()	
#hit_or_stand()	

Player (subclass) is a
Person (superclass)

has a Hand

Dealer (subclass) is a
Person (superclass)

Hand	
+starting_cards:	int
+cards:	list
+hand_value:	int
+add_card()	
-calc_score()	
#show_hand()	
#discard_hand()	

has a Hand

has Deck
(composition)

Player	
#person_type:	str
#person_name:	str
-chips:	str
#hand:	list
#is_still_playing:	boolean
#is_still_choosing:	boolean
#is_bust:	boolean
#wins:	int
#ties:	int
#losses:	int
#introduce_self()	
#hit_or_stand()	
-change_chips(amount int)	
-make_bet()	

has Players

Table	
+player_list:	list
+dealer	str
+discard_pile	list
-create_players()	
+reshuffle_discard_pile()	
+play_hand(player object)	
+show_all_hands()	
+introduce_players()	
+get_player_bets()	
+player_check()	
+play_round()	
+round_scoring()	

has a Dealer

Dealer	
#person_name:	str
#person_type:	str
#deck	list
#hand:	list
#introduce_self()	
-deal_starting_hands(player_list list)	
#hit_or_stand()	

Dealer (subclass) is a
CasinoEmployee (superclass)

CasinoEmployee	
-warn_players:	str
-call_pit_boss	str