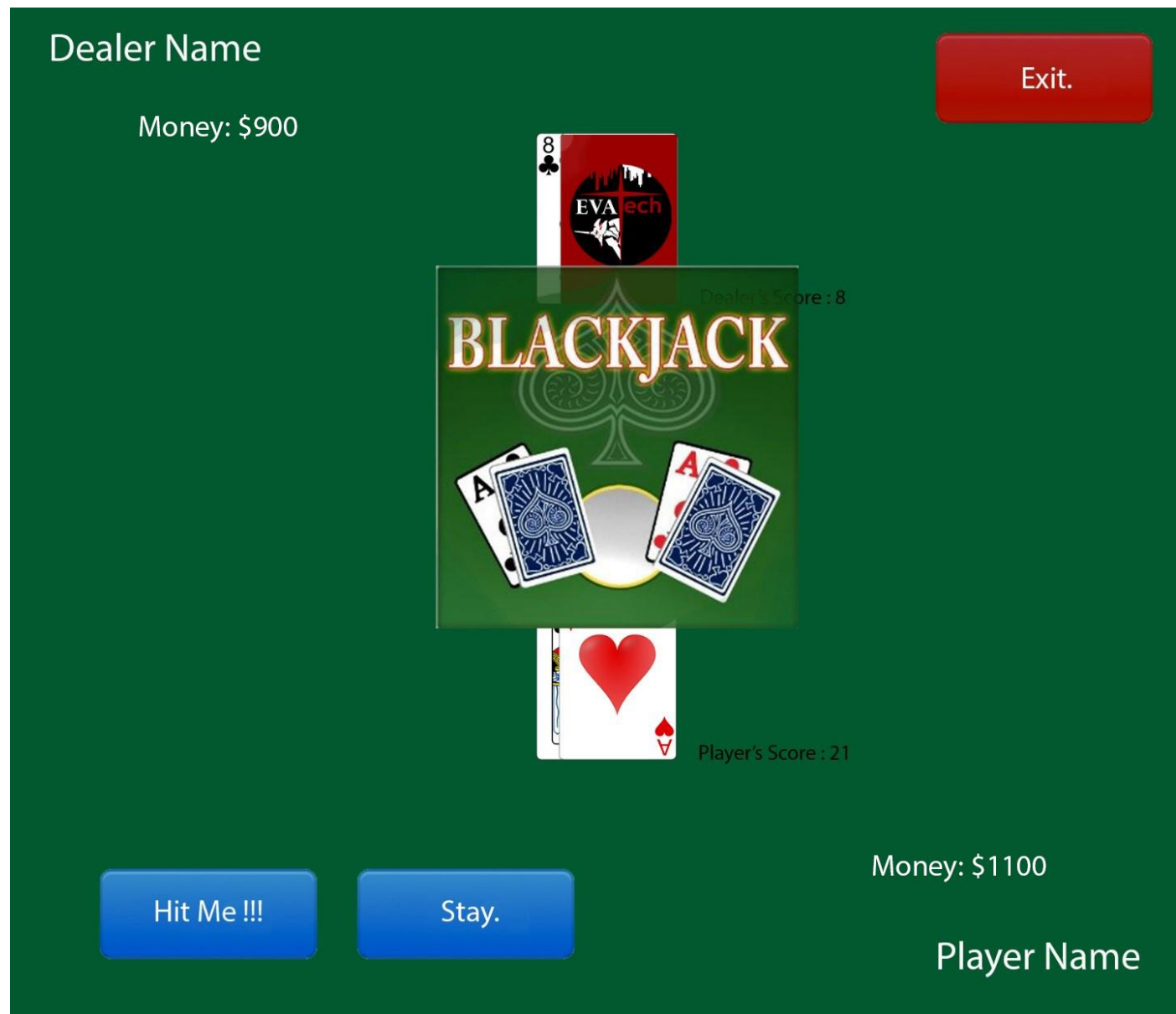


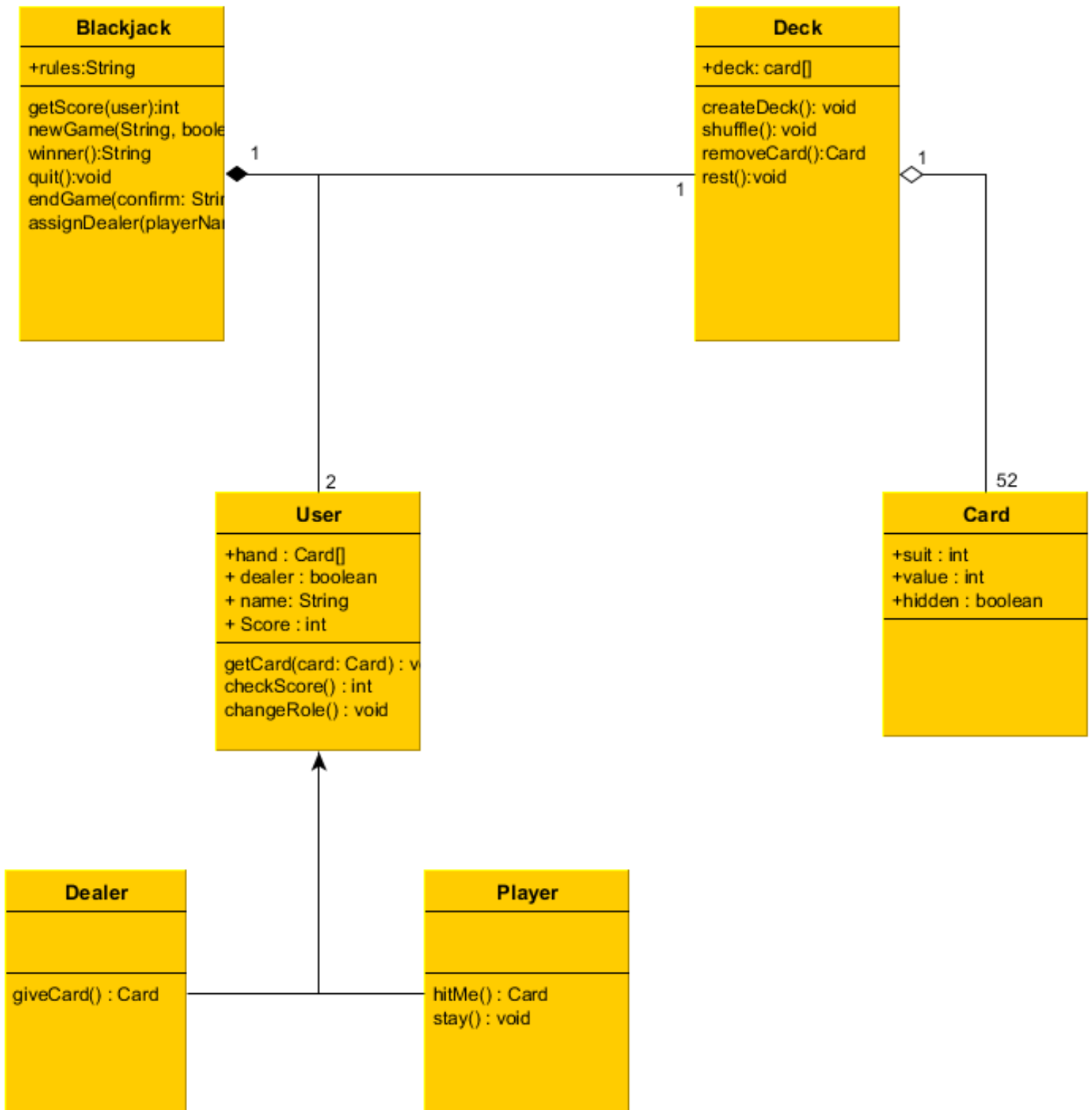
Black Jack Project

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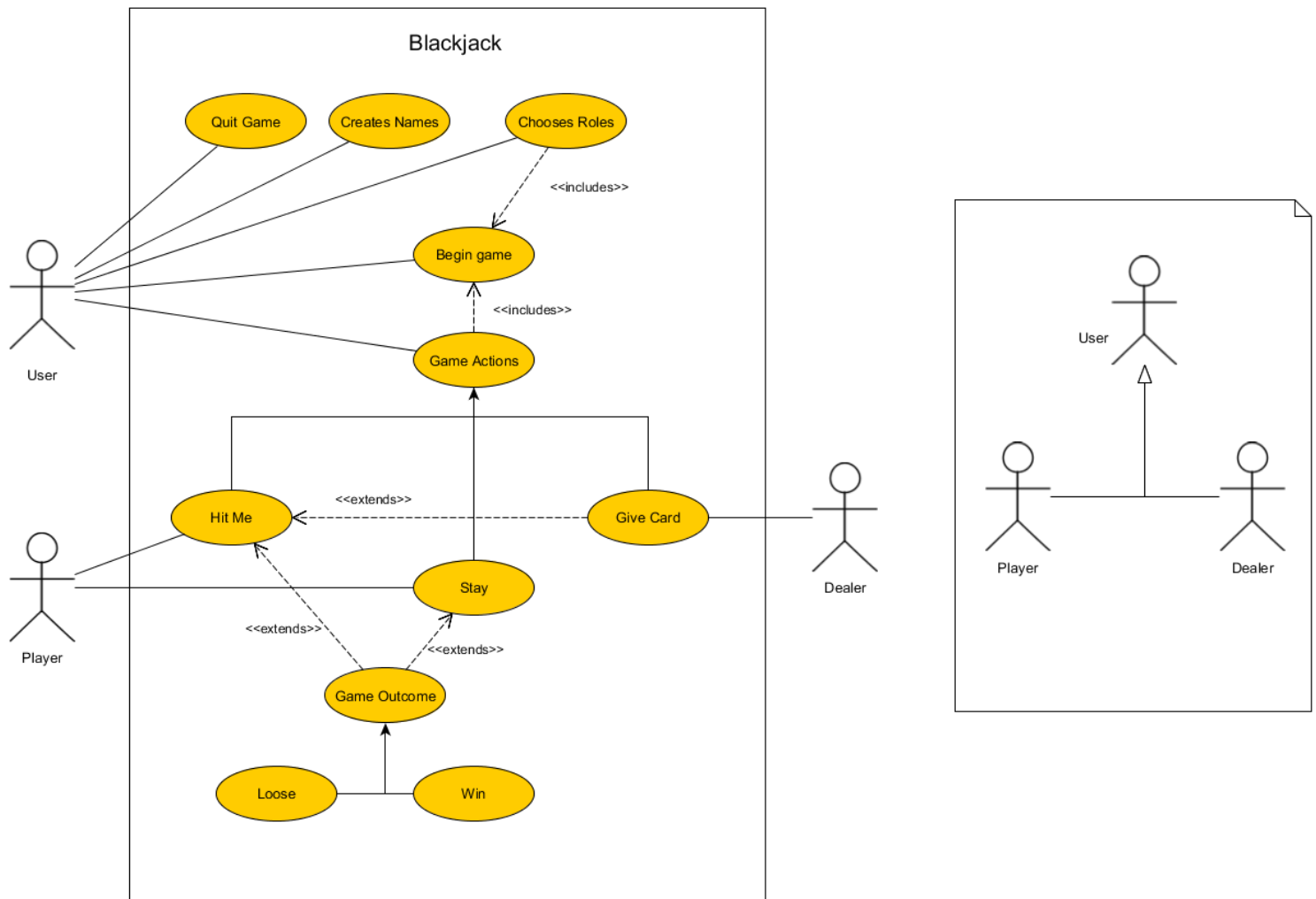
UI Prototype



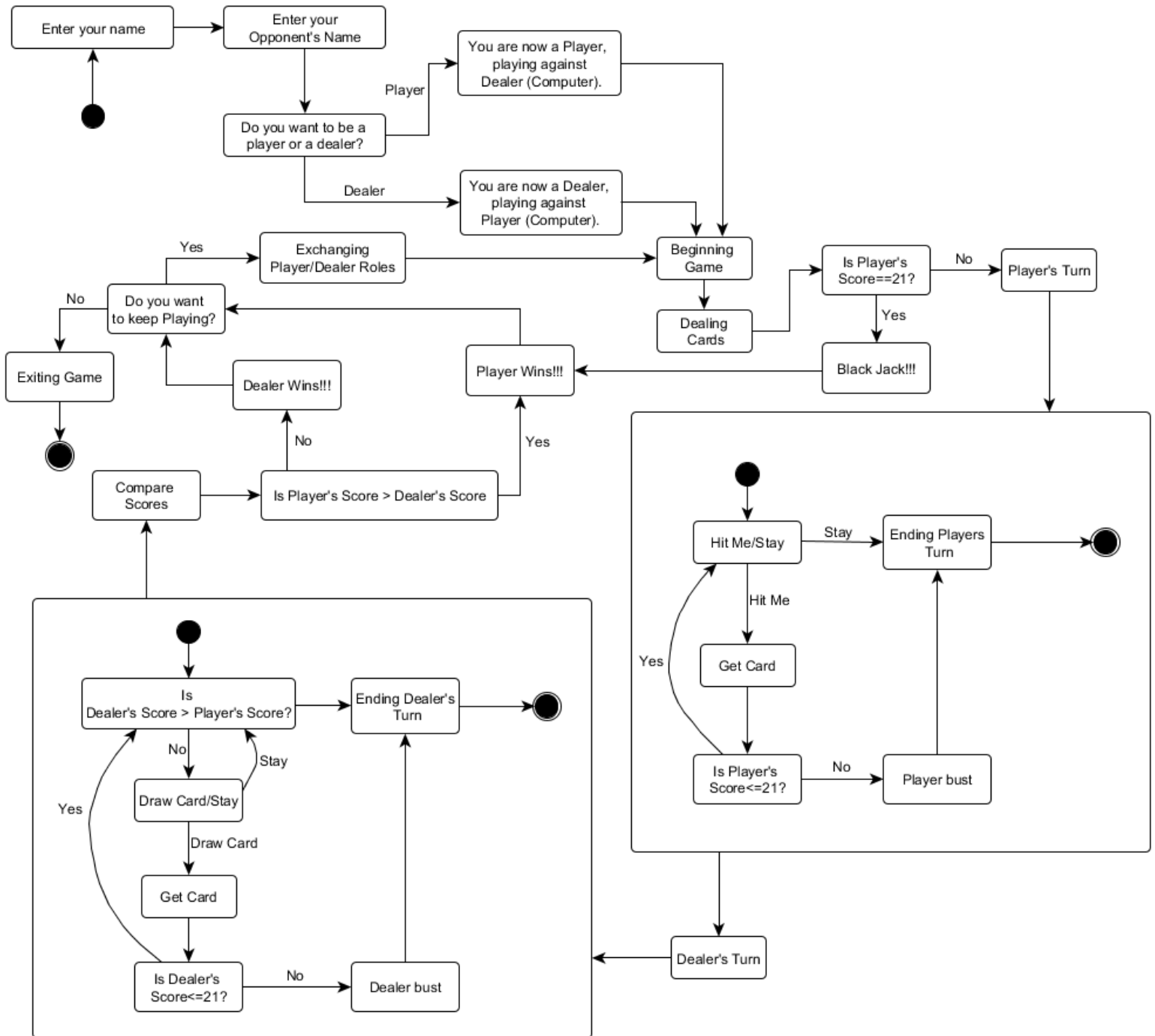
Class Diagram



Use Case Diagram



Statechart Diagram



GUI

Intro

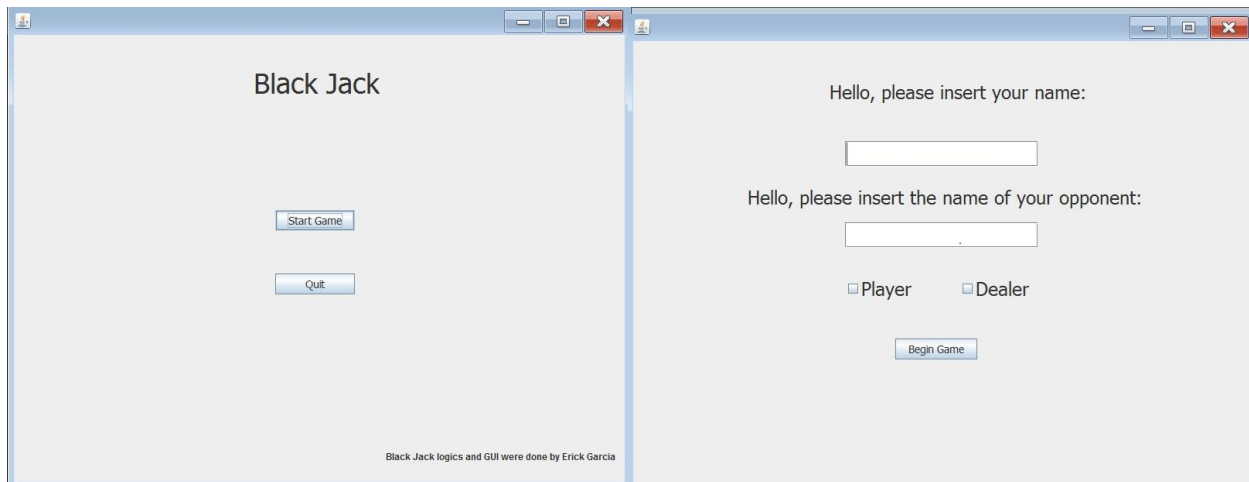
The purpose of this assignment was to incorporate a Graphical User Interface (GUI), since the logic for the game was done in a previous assignment

Jframes

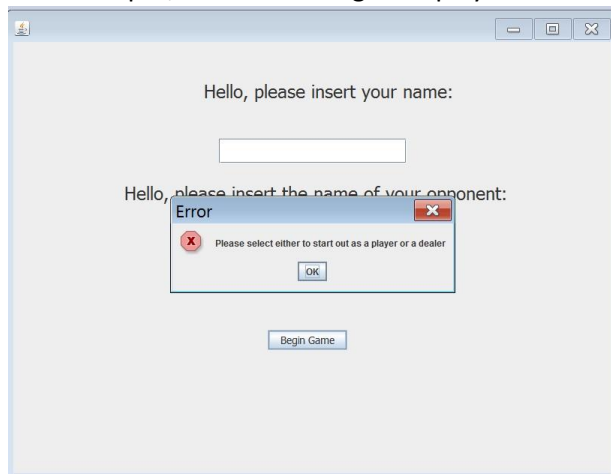
1. BlackJackStartScreen
 - a. This consists of the introduction screen in which you can proceed to next state, or quit the game.
2. BlackJackSelectScreen
 - a. This consists of the insertion of the user name and the opponent name, while choosing how to play as, dealer or player.
3. BlackJackGameP
 - a. This is the game mode in which the user is a Player.
4. BlackJackGameD
 - a. This is the game mode in which the user is a Dealer.

Test Cases

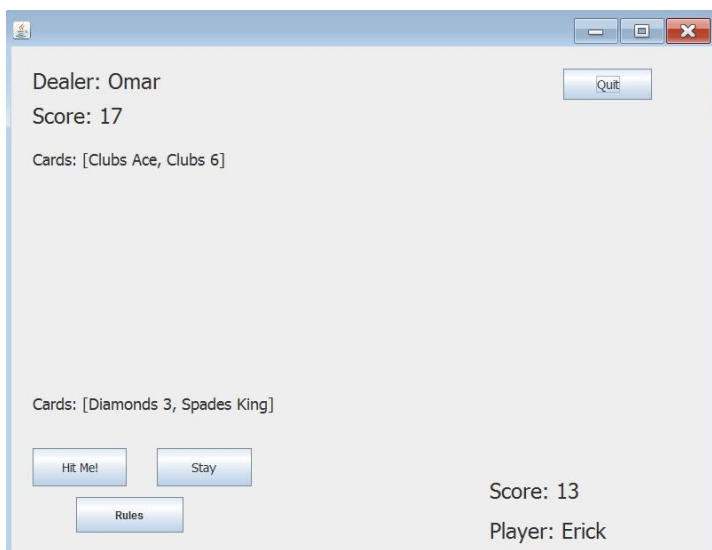
Starting game correctly



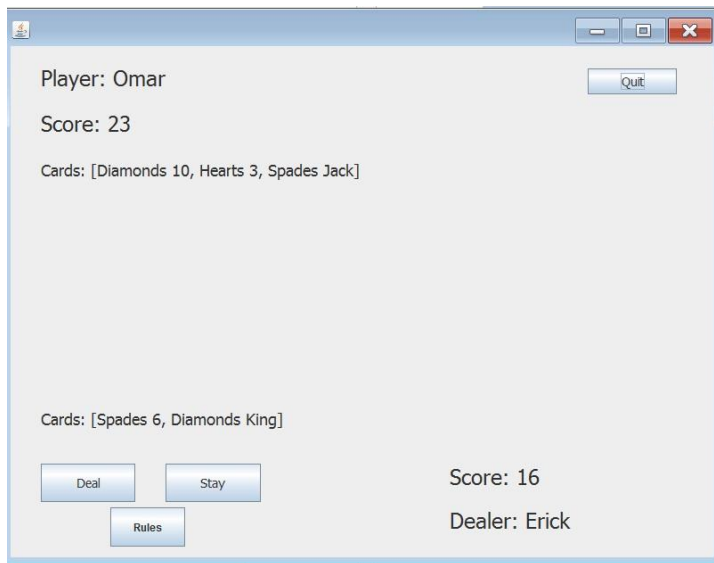
Invalid Input, either selecting both player and dealer or none at all



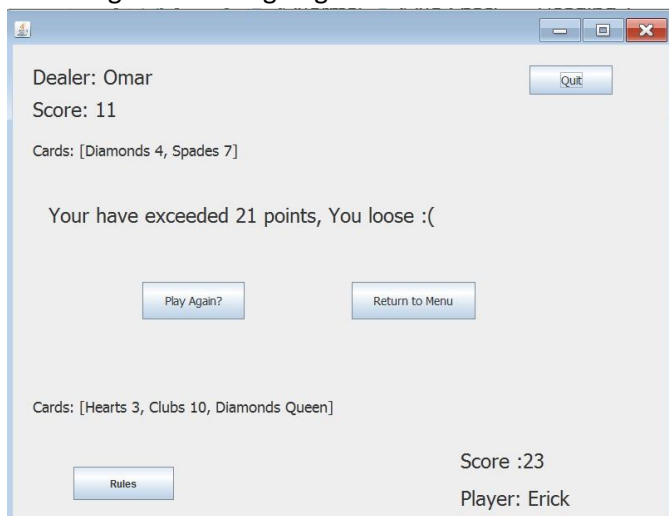
Starting out the game as player



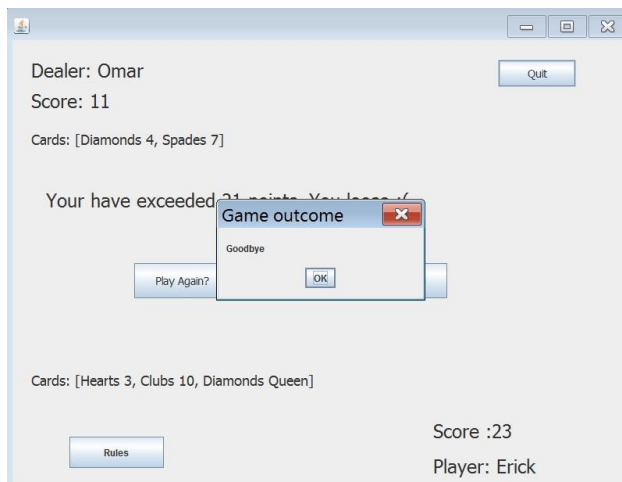
Starting out the game as dealer



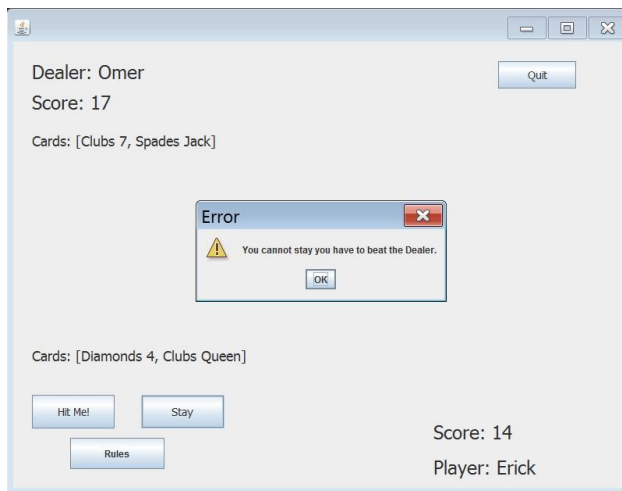
Executing hit me and going over 21



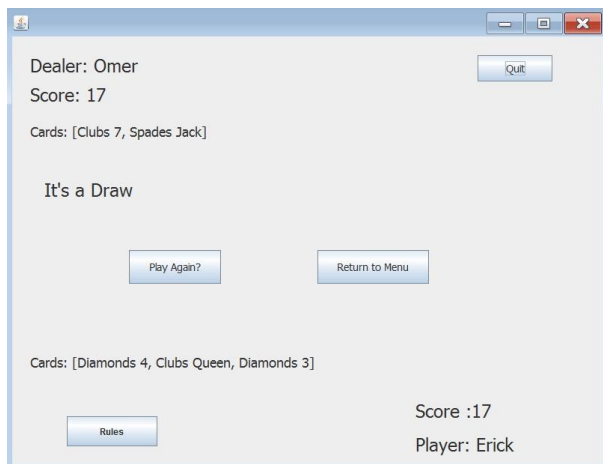
Executing exit command and terminating program



Staying when player's score is less than dealer's score



Draw case



Log Text File Example

1. On [Player] [Erick]'s turn, [Second 0] the mouse button was hovering over [hitMeBtn] with [Erick]'s [\$900].
2. On [Player] [Erick]'s turn, [Second 1] the mouse button was hovering over [hitMeBtn] with [Erick]'s [\$900].
3. On [Player] [Erick]'s turn, [Second 2] the mouse button was hovering over [hitMeBtn] with [Erick]'s [\$900].
4. On [Player] [Erick]'s turn, [Second 3] the mouse button was clicked over [hitMeBtn] with [Erick]'s [\$900].
5. On [Player] [Erick]'s turn, [Second 4] the mouse button was released over [hitMeBtn] with [Erick]'s [\$900].
6. On [Player] [Erick]'s turn, [Second 5] the mouse button was hovering over [stayBtn] with [Erick]'s [\$900].
7. On [Player] [Erick]'s turn, [Second 6] the mouse button was clicked over [stayBtn] with [Erick]'s [\$900].
8. On [Player] [Erick]'s turn, [Second 7] the mouse button was released over [stayBtn] with [Erick]'s [\$900].
9. On [Dealer] [Omar]'s turn, [Second 8] the mouse button was hovering over [stayBtn] with [Omar]'s [\$900].
10. On [Dealer] [Omar]'s turn, [Second 9] the mouse button was hovering over [stayBtn] with [Omar]'s [\$900].
11. On [Dealer] [Omar]'s turn, [Second 10] the mouse button was hovering over [dealBtn] with [Omar]'s [\$900].
12. On [Dealer] [Omar]'s turn, [Second 11] the mouse button was clicked over [dealBtn] with [Omar]'s [\$900].
13. On [Dealer] [Omar]'s turn, [Second 12] the mouse button was released over [dealBtn] with [Omar]'s [\$900].
14. On [Dealer] [Omar]'s turn, [Second 13] the mouse button was hovering over [dealBtn] with [Omar]'s [\$1100].