

·	·	Main
·	·	main(String[]) void

·	Rules
·	isWin(TEPlayer, TEPlayer) boolean
·	isEnd() void

Game	
initializePlayers(ArrayList<String>)	void
printCurrentCards()	void
playerArray	Player[]
teDeck	TEDesk
winners	ArrayList<TEPlayer>

•	Player	
•	printCards()	void
•	addCard(Card)	void
	name	String
	score	int
	colour	String
	cards	ArrayList<Card>

·	·	Desk
·	placeFaceUp()	Card
·	placeFaceDown()	Card

·	GameController	
·	playerNumber	int
·	players	ArrayList<String>
·	scanner	Scanner
·	beforeStart()	void
·	setPlayerName()	void
·	setBanker()	void
·	isInteger(String)	boolean
·	yOrnChoose()	boolean
·	start()	void

TriantaEna		
·	numberOfPlayers	int
·	turn	int
·	winPlayers	ArrayList<TEPlayer>
·	gameEnd	boolean
·	setTeDeck()	void
·	setGameEnd()	void
·	initializePlayers(ArrayList<String>)	void
·	initializePlayers(int)	void
·	changeDealer(int)	void
·	placeBet(TEPlayer, TEPlayer, int)	void
·	checkStandOrBust(TEPlayer)	boolean
·	switchDealer(int)	void
·	isEnd()	void
·	printCurrentCards()	void
·	allCardVisible()	void
·	isWin(TEPlayer, TEPlayer)	boolean
·	endGame()	void
■	gameEnd	boolean
■	teDeck	TEDesk
■	playerArray	TEPlayer[]
■	winners	ArrayList<TEPlayer>

TEPlayer	
addCard(Card)	void
isInteger(String)	boolean
betAmount	int
type	String
hasAceAsOne	boolean
handValue	int
amountRemaining	int
status	String
hasAce	boolean

•	TEDesk	
•	deck	Deck
•	chooseCard()	Card
•	placeFaceUp()	Card
•	placeFaceDown()	Card

•	Deck	
•	cardType	String[]
•	cardNumber	String[]
•	initCards()	void
•	cards	LinkedList<Card>
•	empty	boolean

Card	
toString()	String
type	String
number	String
visible	boolean

