**Class**: CardCounterPlayer **Attributes**: inherited **Mathods**: player\_turn **Class**: Card **Class**: Player Class: Deck Attributes: suit, value **Attributes**: name, chips Attributes: num\_decks Class: Hand Mathods: add\_card, Mathods: \_\_repr\_\_ (string **Methods**: populate, draw Mathods: add\_card, clear, clear\_hand calculate\_value, **Class**:BlackjackGame Attributes: num decks, num players <u>Methods</u>: create\_players, deal\_initial, play\_round, player\_turn, dealer\_turn, determine\_winners,

print table, clear hands